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SUPER PLAY

ISSUE 35

SEPTEMBER 1995

SCOOP!

ZELDA V?!
Link returns to Japan

NINTENDO ON-LINE
Global gaming on the Net

YOSHI'S ISLAND
Latest news

REVIEWED
Earthbound
Pac-Man 2
Dragon View
Prehistorik Man
and more...

EXCLUSIVE!

VAMPIRE'S KISS

Castlevania: back for another bite!

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ANIME WORLD • P20
The life, times and indigestible sushi of Project A-Ko...

LIVE FROM HELL CITY • P24
Is *Dragonball* art? We investigate the Toriyama expo...

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We just can't keep away from *Secret Of Mana 2*!

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The REAL *Street Fighter* movie hits the UK at last!

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YOU DON'T EVEN NEED A STAMP...
If you're too lazy to step outdoors into the fresh air, if you don't like the sun's evil rays, if your legs have grown weak from all that sitting in front of your SNES, why not e-mail us here – splay@futurenet.co.uk

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Future PUBLISHING

SUPER NES & GAMEBOY ARE TRADEMARKS OF NINTENDO INC

THE SUPER PLAY EDITORIAL

from the BIG CHAIR

Our full contents listing starts just over the page

Summer's normally a quiet time for Nintendo gamesplayers, but not this year. We've got a surprisingly packed and varied issue for you, so before you get stuck in, here's a round-up of what's in store this month...

Despite the undeniable brilliance of the magazine you're reading, we know that there will be times when even *Super Play* will be unable to fulfill your every gaming desire. And that's where our feature on the information super highway comes in. Discover how your every SNES query can be answered. Explore the world of Nintendo and learn how you can chat, yes, actually have a banter with other SNES addicts on-line. Don't miss our feature which roots out all the best of the world of SNES on the Net.

There's also the chance for you to get your teeth into the latest *Castlevania* game – *Vampire's Kiss*. Read our exclusive review and gen up on the whole *Castlevania* legend.

Check out our review of *Earthbound* – the Japanese style RPG with an all-American twist. It's kitsch and it's cute, with more cultural references than you can wave a Big Mac at. Turn to page 38 for the full lowdown.

Anime Fans are in for a treat too, as our man in Japan visits the Akira Toriyama expo, and we take a look at his life and works. Leap to page 24 for a glimpse of what this man has done for SNES games the world over...

Elsewhere in this month's *Super Play*, following last month's scoop, we've got even more news on the superb-looking *Yoshi's Island*. We can't wait to get our hands on this for the full review. We also bring you the latest news of a new take on the *Zelda* game that has come to our attention – the full story is on page 6.

All the *Super Play* regulars are here too... Just flip over the page for all the details.

Alison Harper
Editor

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

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**We are Britain's best-selling independent Super Nintendo magazine!*

GO! GO! CHEW-Z

Last month we introduced you to a little chappie called Chew-Z. Here's a quick recap for those of you daft enough not to secure your copy of *Super Play* last month. Look out for Chew-Z on the *Super Play* reviews, where he'll award the seal of approval or otherwise!

GREAT!
This is it! This is the ultimate Chew-Z seal of approval.
NOT BAD
Not the best thing ever, but you'll still get a bit out of it...
POOR
Well, if you do buy this game, don't say we didn't warn you.
BLUB!
Let Chew-Z shed the tears over this game for you. Keep hold of your cash!

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VAMPIRE'S KISS

page 34

5

Super Play gets its teeth into the latest in the *Castlevania* series. Could it be love at first bite?

NETWORKING

Super Play gets on line and asks just what is all this fuss about the Information Super Highway? We discover just what the Internet has to offer the discerning SNES gamer and give you a taster of the best Nintendo-related sites on the Internet.

page 26

ACTION REPLAY 3

With no disrespect to the previous versions of the Action Replay cartridge, this has got to be the best one yet. Enter cheat codes! Discover new ones! Play US and Japanese cartridges on your UK SNES! Yes! All this and more with the all-new Action Replay!!

page 31

SUPER

NEW ZELDA

The 'new' instalment of the *Zelda* series has at last been revealed – the bad news is that only Japanese Satellaview owners will be able to play it, for the time being at least.

Nintendo's satellite gaming system, Satellaview – which, once connected to a Super Famicom, allows it to receive data such as games and gaming news in much the same way as a modem does for computer systems – will allow Super Famicom owners access to a revamped version of the very first *Zelda* game, which originally appeared on the failed Famicom disk format nearly nine years ago.

Rather than actually starring Link, though, the game uses the Satellaview front-end screen's character as the hero in the game.

Because of the way the subscription-based service works, players will only be able to play once a week – on a Sunday, from 6-7pm – for four weeks. Each weekly broadcast will open up a further section of the game's map, and after each session players will be able to save data onto their own carts, which can then be slotted back in the following week.

The project is one of the first big features Nintendo have planned for the Satellaview system, which went on-line in April this year. It's hoped that the *Zelda* series' stature along with the serialisation nature of the game will turn on many new users to the service.

Once its four week satellite run is finished the game may well get a release as a standalone cart at a budget price. There's been a slew of cheap retro-flavoured carts from thirdparty producers in Japan of late, and Nintendo are likely to follow suit.

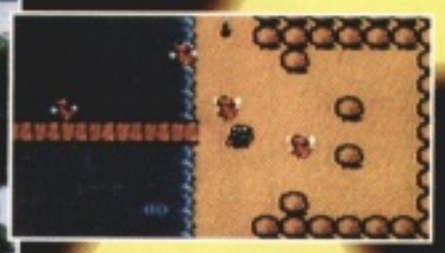
Sadly, it looks as though this is the game that's been keeping rumour mills humming for so long, and that a true sequel is still some way off. Nintendo are proving their faith in the *Zelda* brand, though, and another 16-bit Link adventure is inevitable.

We understand that, along with launching the Ultra 64, Nintendo will be announcing several new SNES games at the Shoshinkai show in November. *Super Play* will be there to bring back the first news.

The graphics have been spruced up since the NES version, but not dramatically.

BS Zelda packs in dungeon upon dungeon full of secrets, traps and trouble.

The basic action sequences are hardly the stuff of *Mana*.



Down on the beach, the game gets very *Link's Awakening*-ish.

These are the focal point of your adventure – Tri-Force segments.

This is the little feller who takes the place of Link. You can also play as a girl.

This *Earthbound*-like town forms the Satellaview's front-end.

A LINK TO THE FUTURE

While having an valuable place in Nintendo's history, the three NES *Zelda* titles look rather limp when compared to the SNES and Game Boy instalments.

Both perfect examples of what Nintendo have that other developers simply do not, they're two of the finest videogames ever.

ZELDA III • A Link To The Past • 1992
Still arguably the best action RPG to appear on the SNES – proven by the fact that it's still in the charts, three years on from its original release.

ZELDA IV Link's Awakening 1993

R EXPRESS

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SUPER PLAY SCOOP!

A HITS JAPAN

sequences are stuff of *Mana*.

each, the game Awakening-ish.

al point of your orce segments.

At the moment the path across this stream is blocked: tune in next week in order to gain passage.

After each week's play on *BS Legend Of Zelda*, gamers can save their position on memory cards.

The Satellaview is the first (and only) peripheral to make use of the SFC's expansion port.

Who knows what lurks behind the hermetically-sealed doors of Nintendo Japan. It seems like every time we're ready to write them off, they come up with even more surprises.

Many thought Nintendo mad when Zelda on the Game Boy was announced. But it proved just as playable as its big brother.

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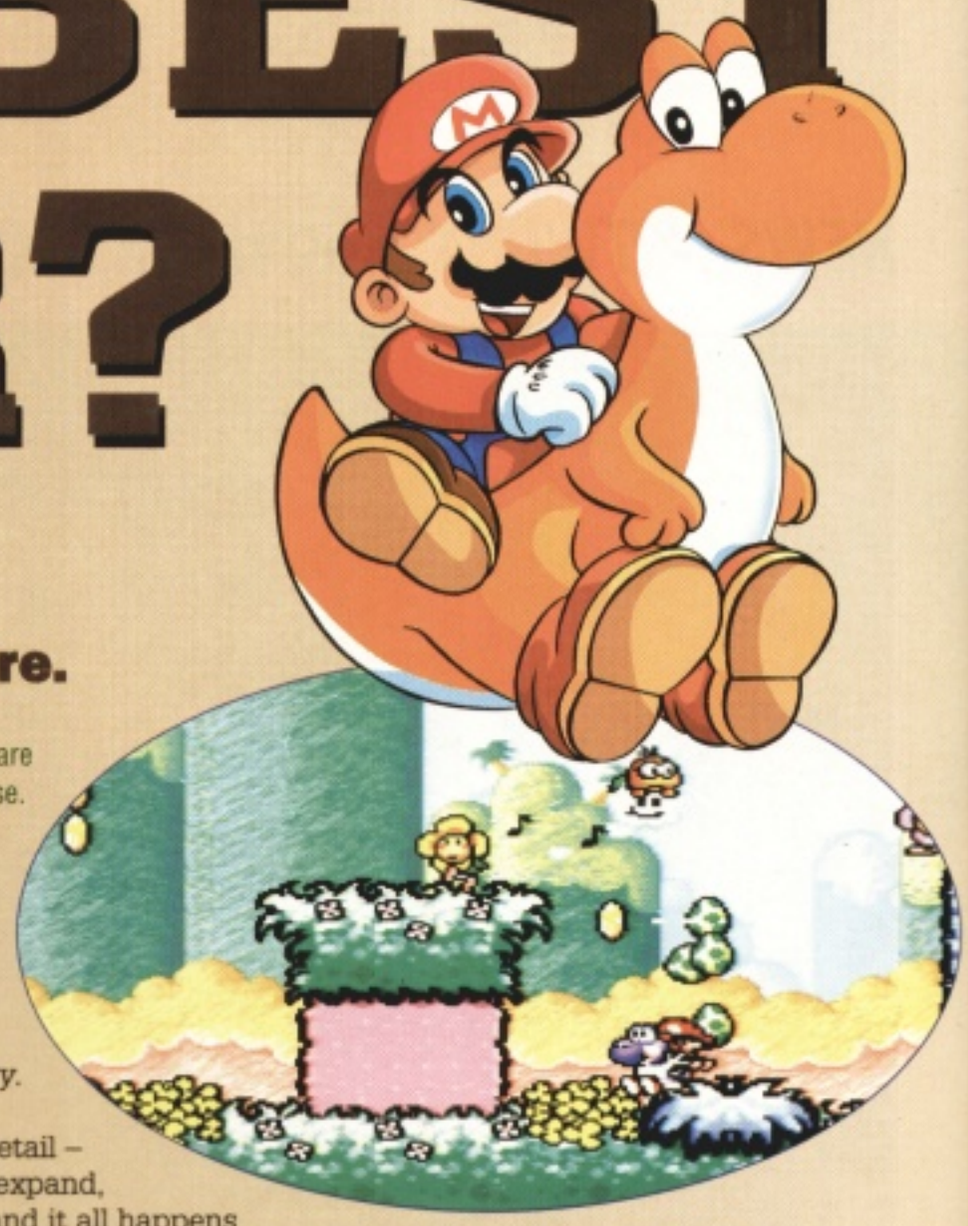
THE BEST EVER?

**The countdown began last month.
The days continue to shuffle by.
The best SNES game ever is nearly here.**



Right: The eggs behind Yoshi are racked and stacked for later use.

Yoshi's Island: Super Mario World 2

Nintendo ● 16 Mbit + Super FX + BB

Following *Super Play*'s exclusive report on *Yoshi's Island* last month, we can now reveal more about what is already being called the best videogame ever by those in the know.

Nintendo have been demonstrating the power of the Super FX2 chip set within the game's heart, and we've been impressed by what Shigeru Miyamoto's team have achieved. Seeing the game in action you could almost be watching a next generation console – it's certainly at least as impressive as anything seen in the 3DO's best platformer, *Gex*, and smacks just about every Jaguar game about the face with its graphical trickery.

Albeit realised in a very different way, the game is more impressive than *Donkey Kong Country*. The colour rich levels are packed to bursting with detail – platforms rotate, baddies expand, shrink and rotate at will, and it all happens with no discernible slowdown.

The finished game will allow you to save up to three games, and it'll weigh in at ¥9,800 in Japan – not a bad RRP considering the cart houses 16 megabits of RAM, a Super FX 2 chip, plus battery-backed RAM, too. Nintendo UK have yet to confirm a release date over here, and those looking to pick up a copy on import should expect to pay between £70-£100.

And what of the expectations of it as potentially the best videogame ever? Well, how many SNES games do you know of that've had four years of effort lavished upon them from the world's most talented design team? Exactly.

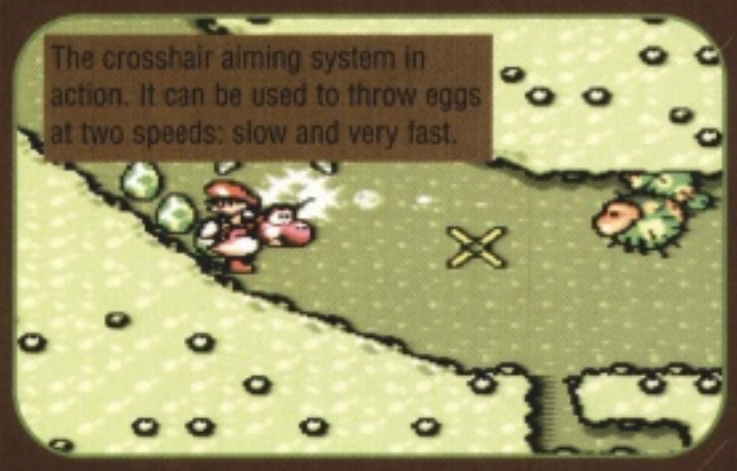
GOSH, YOSHI

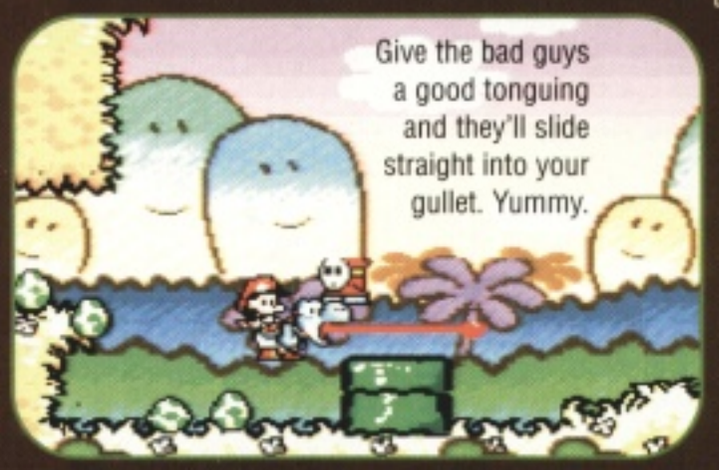
Although *Yoshi's Island* has the subheading *Super Mario World 2* (presumably to make the game more attractive to Western gamers), it is Yoshi's game from start to finish.

And he's been given a total revamp in the control department. Gone are the days of the original where he was merely able to gather up and gob eggs at his adversaries – he now has a great deal more control of his eggy projectiles. Gobbling up a nasty in *Island* allows Yoshi to lay an egg – of which a total of six can be carried, chain-fashion, behind him – which can be thrown using a crosshair aiming technique. By using this method it's possible to easily target vulnerable areas on bosses, for example, and also reach bonus objects that would normally be out of reach. While the process sounds awkward in theory, it's typically Nintendo in its execution and you'll be loosing 'em off as easy as pie in no time.

Then there's the little matter of Yoshi being able to transform into vehicles. By collecting certain icons he's able to morph into one of five guises, examples being a train, submarine and helicopter.

With the new form in effect it's therefore possible to navigate otherwise impenetrable terrain – the submarine morph, for example, is very obviously suited to negotiating deep underwater sections.



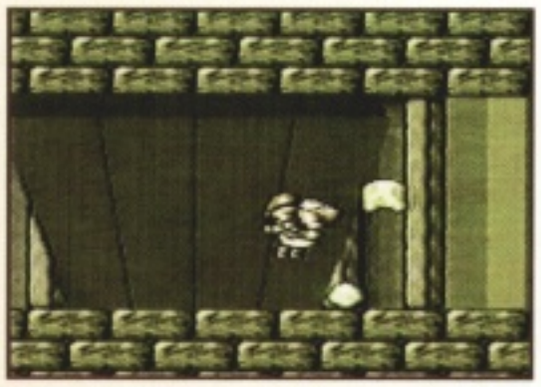


GAME

Wibbly-wobbly backgrounds strangely reminiscent of ex-ed James' stomach prevail on certain stages. If you see James around, say a cheery hello for us.

Pipes are the plumber's friend. Remember this when looking to gain access to the many underground levels in *Yoshi's Island*.

Bullet Bill, one of the oldest adversaries from the series comes back for more. Videogame bad guys are the worst when it comes to common sense.

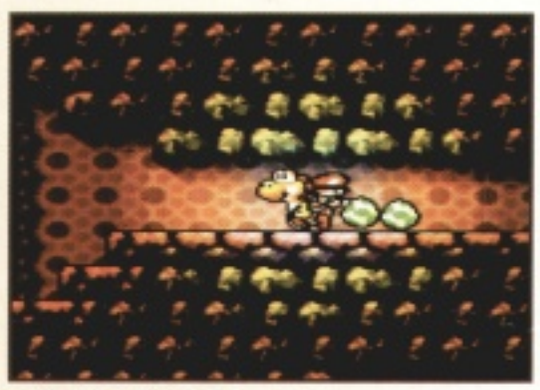


Show this bit to your Saturn-owning friends and then laugh Cavalier-like in their rich faces. They'll thank you for it later, really.

This entire backdrop rotates at an incredible speed thanks to good old Johnny Mode 7. Let us lay burnt offerings before his sacred altar.

Can we forgive a game pink backgrounds? Yes, we can, actually. But only if they're being peeked through by him off the cloud.

Five points if you recognise this baddy-on-stilts from *Super Mario Bros 2*. He didn't have such leg extensions in those days, though, the little swine.



Artificial lighting is still another facet of *Yoshi's Island*'s gem of special effects. Perhaps Mario has lightbulbs for eyeballs.

Bow Wow scales almost out of the screen before munching into the ground to create a passage.

This flowerpot-bound nasty spreads and swells fluidly when you attempt to move his little home.

And is that a collection of polygons we spy? By jingo it is. Follow the arrow for the safest route.

SUPER FX TOO

Four years ago, when Argonaut first developed the original Super FX chip (used only in *Starfox* before being updated), Nintendo's Japan-based R&D teams looked into every possibility the extra processing power could afford an unadulterated SNES. The obvious route lay in 3D geometrical calculations and, because of Argonaut's prior success in the field, the English team responsible for pretty but limited computer titles like *Starglider* teamed up with Shigeru Miyamoto's team on games like the aforementioned *Starfox* and, recently, *Stunt Race FX*.

But there was also a great deal of experimentation in traditional 2D environments being conducted within Nintendo's own walls.

The most puzzling aspect of *Yoshi's Island* has been exactly how the Super FX 2 chip's power would be put into use on-screen. Nintendo have been typically coy about the whole deal, but now we've had a chance to witness the game in action we can tell all. Well, a substantial amount, at least.

Let's make it clear: *Yoshi's Island* makes the SNES work overtime. Forget *Donkey Kong Country* pushing the perceived limitations of 16-bit gaming – Mario's latest adventure smashes them into tiny pieces, then stamps them into the ground.

As well as wild background shimmers and rainbow-like colour effects, the co-processor is put to work on boss characters – our favourite being a giant turtle, who tumbles end over end when he's clobbered using an Mode 7-style technique.

It's not all flat, 2D stuff, though – it would've been foolish of Nintendo to ignore the SFX2's polygon power completely. So far we've seen a vertical polygonal tunnel which revolves as smoothly as a silkworm's bottom output, sitting perfectly with the 2D action happening elsewhere on-screen. More impressive is the series of rotating platforms which appear on another level. Appearing as giant vertical beams, they spin around independently as Yoshi jumps up from one to another to get to the top of the screen. And then there are the giant background slabs later on which fall down from the background in perfect 3D perspective, threatening to crush the little Yoshter as flat as a pancake. If you've seen *Clockwork Knight* running on the Saturn you'll be familiar with the effect on its first level where doll's house facades do a very similar thing.

Interestingly, the game's intro uses a graphics technique similar to Rare's ACM (Advanced Computer Modelling – first used in *Donkey Kong Country*), though why NCL decided not to use the bona fide article we'll never know. Whatever, let's just have a proper look at some of those effects.

ULTRA 64 SQUARED

Square Soft of Japan have just released what are believed to be very early work-in-progress shots of *Final Fantasy VII* on the Ultra 64.

These images were created on the company's recently acquired Silicon Graphics workstations and show a fully 3D modelled Locke – a character who *FFIII* players will recognise immediately – and a foe typical of the series.

Square have stressed that these elements are not guaranteed to appear in any future installations of the series – indeed, an entirely new cast of characters is expected to appear in the Ultra 64 version.

The creators of some of the finest SNES games ever have still not been officially touted as Dream Team members, but in recently revealing their plans in 3D Silicon Graphics work they've all but confirmed their commitment to the format. If *Final Fantasy VII* does indeed appear on the NU64 as expected, it's unlikely to arrive until some time after the machine's launch – possibly not even until Winter '96.

Keep 'em peeled for an update on Square's NU64 plans soon.

A stunning example of Square's SGI workstation-generated images is this one of Locke from *FFIII*.

BACK FOR GOOD

Since our story last month, Rare have managed to squeeze Cinder back into the SNES version of *Killer Instinct*.

The character, who Nintendo of America's Ken Lobb has already gone on record as describing as 'a wimp', was due to be dropped because of memory restrictions, but optimised compression routines would appear to have allowed him to stay in.

So, tweaked visuals aside, the game looks set to be a convincing conversion, especially as Rare have got the gameplay over lock, stock and barrel.

As always, though, you'll have to wait for the *Super Play* review to get the official word on its quality.

Nintendo has now confirmed the UK release date as September 22.

You can sleep soundly in your beds tonight, cos Cinder is back in again!

September 22 – stick it in your diary, for that is the date that *Killer Instinct* hits the SNES.

OCEAN OF BLOOD

Ocean have won the battle to pick up the rights to release *Doom* in the UK after beating off competition from several other heavyweight distributors.

The Super FX chip-charged cart is set for release this September, and will sit alongside *Weapon Lord* to make up the company's big Christmas releases.

The bets are on for this Christmas's number one game...

BUSMAN'S HOLIDAY

Nintendo are currently committed to polluting the atmosphere countrywide with their monster Challenger Roadshow juggernaut, the games-on-the-go vehicle packed to the beaded seat covers with SNES and Game Boy systems and games.

The truck holds nearly 50 consoles upon which you'll be able to play relatively new games like *Unirally* and some, er, older classics like *Street Fighter II* and *Super Mario All Stars. Killer Instinct* will debut in September, though, so those able to attend fixtures at Sheffield will get the chance to have an early look at the finished game.

Oh, and there's the promise of challenging Nintendo's reigning champ, Metro, to a few bouts of your favoured game. We actually popped down to see him when the roadshow pulled into Bath recently, but his friends said it was 'his day off'. Must be a tough life being a videogame-playing sensation, eh readers?

Date	Location
August 5-6	Adidas Streetball Challenge, Battersea Park, London
August 11-13	Bristol International Balloon Fiesta, Bristol
August 15-16	Anglesey Show, The Showground, Gwalchmai, Nr. Holyhead, Anglesey
August 19-20	Bolton Show, Bolton
September 2-3	Sheffield Show, Sheffield
September 19-24	Live '95, Earls Court, Warwick Road, London
October 26-29	BBC Big Bash, NEC Birmingham

This Play Bus bears no relation whatsoever to the kid's TV programme of the same name.

Plus more dates to be announced.

Inside this seemingly ordinary bus is more fun than you could possibly imagine...

DIAL-A-GAME!

Nintendo have set up a deal with British Telecom to allow SNES owners to try out 'games on demand' – a system whereby software can be piped directly into users' homes at a monthly subscription charge or on a pay-as-you-play basis.

The project, which forms part of British Telecom's Interactive TV programme, will be run on a trial basis with approximately 2,500 homes in Colchester and Ipswich later this summer.

Users of the system will rent the BT Interactive TV system (a 'set-top box' – essentially a modified Apple Macintosh LC475 computer with the capability of receiving and managing signals sent over standard telephone lines) free as part of the scheme.

The basic cost of the set-up is £4.99 per month, which gives you immediate access to the TV service (one of nine options available from BT Interactive TV). To play SNES games, pay-per-play will cost from 99p to £3.99, with the fixed cost per month moving up to £6.99. For more specific details, including all the other subscriber services offered, look out for BT's campaign later in the year.

So is this the future of videogaming? Will we never need to go out and buy a cart ever again, instead choosing to play 'remotely' from home? Frankly we doubt it. But the teaming up of Nintendo with a communications giant such as BT can only be a good thing, and we'll be following the system's progress when it goes on-line.

Not many folks know this, but this fellow to the left actually heralds the arrival of Nintendo games on demand...

Nintendo®

CUTTING EDGE OF TECHNOLOGY

Finding your way through the hardware jungle is a job and a half these days what with all these next-generation machines popping up on every corner. We have the solution to end all that confusion... If you want to be sure that you know all there is to know about all the machines that will be available in the year ahead, look out for the *Edge Special Guide to Hardware 1996*.

The *Edge Special* is guaranteed to answer your every query and there will be massive features devoted to every format including the SNES, Virtual Boy and the Ultra 64. The latter feature, we are assured, will include hitherto top secret specs. So, you'd be well advised to check it out.

The *Edge Special Guide to Hardware 1996* costs £5, it's a massive 132-pages, and comes in a mysteriously collectible package. Interested? Get down to your newsagents at the beginning of September and hand over your cash.

EDGE

IT'S THE SUPER QUIZ

We were rather hoping to get Hugh Grant to set the questions for Super Quiz this month, what with him living just up the road from our office and everything. But when we phoned him all we got was a strained voice on his answerphone with what sounded like someone eating an ice lolly in the background. We were puzzled. We had to do them ourselves. As usual.

EASY

1 What was the first SNES cart to work with a mouse?
2 Which Super FX-powered beat-'em-up was recently cancelled?
3 What was the first simultaneous two-player SNES game?

MEDIUM

1 Which fat ex-taxi driver starred in a film of a Nintendo game?
2 What was the name of the film starring Fred Savage, about a young boy who was a bit of a star at Nintendo games?
3 And what NES game was played in the film's climactic scenes?

HARD

1 Within which show did the *Pac-Man* cartoon first get aired in the UK?
2 What was the name of the cartoon character who used to get involved in scrapes with Nintendo game characters?
3 Which film did the British director of *Mortal Kombat* work on before sticking Williams' characters onto celluloid?

Turn to page 82 for the results.

BULBOUS BLUE THING

Following last month's news story concerning the Ultra 64 joypad – which NOA chairman Howard Lincoln claimed would be truly revolutionary – a controller specifically designed to work with 3D environments has been launched in Japan.

The Power Sensor.

The Power Sensor, which currently only works with PC compatibles, features a large blue ball which is gripped with the left hand instead of a traditional joystick or D-pad. Applying pressure to areas of the ball's surface sends joypad-like information to the computer system.

Devotees of the Power Sensor claim its unique style of control offered a sensation of moving in 3D space like no other device, especially in games like *Doom* and *Descent*.

Could Nintendo be working along similar lines? Well, it's becoming likely that the NU64's joypad will not be fixed in '3D mode' permanently – there may in fact be some way to switch over to functions more akin to a standard SNES pad when the game demands it.

BLABBERMOUTH

with Kris and Tel

Hi there, Kris, how are your leads hanging this month?

I'm finer than the calibrations of the fine-tune nob on my multi-dimensional satellite transceiver, 'cos everyone's going Ultra 64 *ker-razy* at the moment. Did you get a load of those new NU64 games in the works, Tel? I heard these games are currently being put together: Ultra Metroid, Ultra Mario Kart, Starfox X, Kirby's Dream Universe, F-Zero Extreme, Secret Of Evermore 2, Ultra Castlevania, Ultra Contra and Ultra Megaman.

Rooobish! You've just stuck an Ultra prefix on a load of SNES games!

Hey, I'm only telling you what I heard – and at least Nintendo's output seems about right: I gather they've over 70% of their internal development staff working specifically on NU64 games right now.

Interesting. Have you heard about LucasArts' *Star Wars Trilogy*? It's going to be an Ultra 64-only title, with all the key scenes from the movie reproduced accurately.

Ha-ha, oh *yeah*, I can see it now – loads of platforms set against backdrops from the films.

No, no – it's not being done by the guys who did the series of SNES games for JVC. The bits to look out for include the Death Star attack scene, the AT-AT stage and the forest speeder bike section – it's all in 3D like you've never seen before. I hear it'll be out alongside the machine in April and it's so good your head might just come off while you're playing it.

Wowzer. But if companies like LucasArts and Konami are developing for the machine, how come Nintendo haven't included them as part of the Dream Team?

I just think you should never try to second guess the big 'N'. Incidentally, how do you think they're handling the competition from the Saturn and PlayStation?

Those machines are dead already! Listen to my source: 'All the people who're currently going out and buying other machines are going to be in tears when the Ultra 64 is unveiled in Tokyo [at the Shoshinkai show in November]. It's funny, y'know, – it just blows the ass off every other machine you've ever seen.' And this was coming from a non-Nintendo guy who you have to take very seriously.

Crikey, that's some confidence.

If you knew what this chap has in development, you'd understand why. And you've got to bear in mind that when the PlayStation (the Ultra 64's biggest competitor – you might as well forget about the Saturn) launches, Nintendo will launch into a huge spoiling campaign, and finally release game shots. Who's going to want to buy a machine when they know something's around the corner which will blow it away?

Very few people, I'd have thought.

Anyway, I've gotta shoot – my pal's been trying to grab me an advance copy of *Yoshi's Island* I want to see how he got on. Byeee!

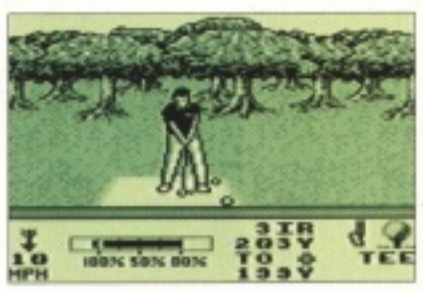
Bye, Kris. Jammy bleeder.

ARE YOU READY TO MEET THE PROS?

Converted from the spectacular, best selling EA SPORTS™ 16 bit version, PGA European Tour™ really tests your skills as you compete against the finest of the European pros!

Packed into this 4 meg. cart are 4 real courses, 3 modes of play, including Tournament Play and Skins Challenge.

NMS 90%



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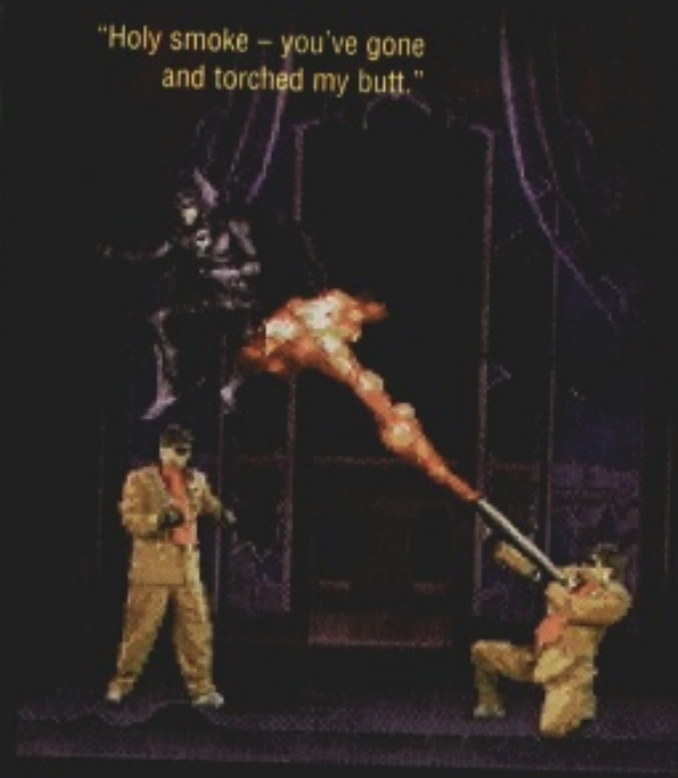
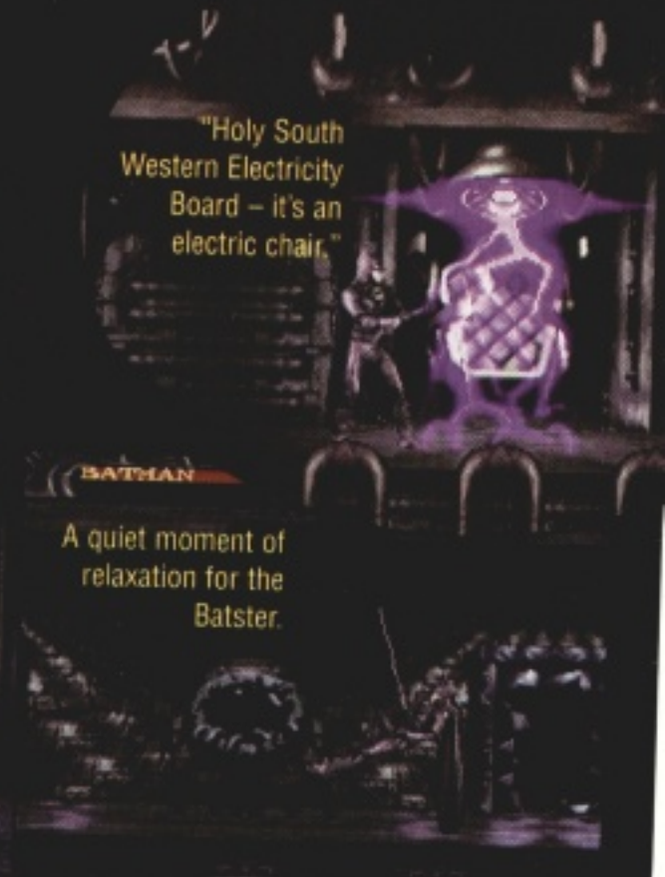
Batman Forever
Acclaim ● 24 Mbit

You've seen the film. You marvelled at the new look Gotham City. You cheered when Jim Carrey, in the role of Jim Carrey, did a bit of being gangly and funny of face. And you went, 'Hmm, those computer graphics bits look very, er, computer graphicky, don't they?' during that scene with Two-Face's helicopter.

Now, thanks to Acclaim's seemingly inexhaustible pockets, coupled with the talents of always-up-fer-a-license developers Probe, you can 'be' the marsupial-like man in black. Or Robin, if that's what does it for you. Or even both, if you elect to clean up the streets in the simultaneous two-player mode.



"Holy smoke – you've gone and torched my butt."



"Holy South Western Electricity Board – it's an electric chair."

BATMAN

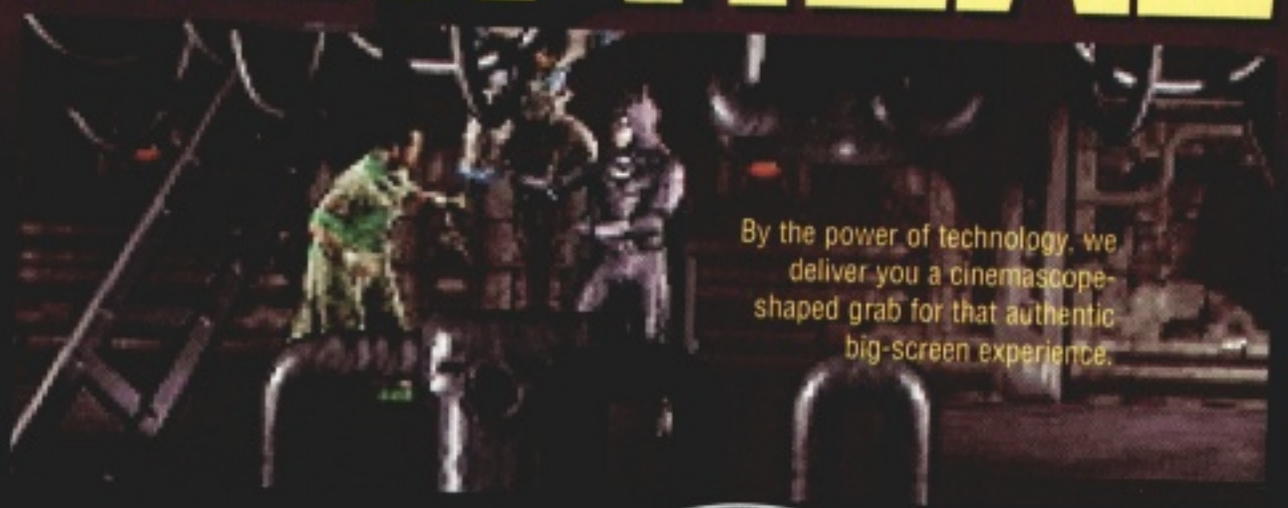
A quiet moment of relaxation for the Batster.

FOREVER REAL

The game of the film is shaping up to be a scrolling beat-'em-up with trimmings. But we're not talking about the kind of trimmings you see down at your local Everything For Twenty-Five Pence shop come yuletide – *Batman Forever* has rows and rows of sprayed-gold imported dwarf Christmas trees, each electronically implanted with the ability to mimic an instrument from the London Philharmonic Orchestra's rendition of Silent Night.

Okay, so it has motion-captured sprites, produced at Acclaim's spanky new studio over in the States. And it has several utility belts' worth of gadgets to collect and play with. But most of all, Probe appear to have incorporated a more comprehensive range of fighting moves than is the fashion in a game of this style. Their experience with the conversions of Williams' *Mortal Kombat* series is visible from the word go – many moves ape Lui Kang and co. quite blatantly, with your favoured tights-wearer even able to deliver a crouching uppercut.

Chuck in a Tim Follin soundtrack and some nifty front-end presentation and you've got a piece of merchandise more preferable than a Thermos™ flask emblazoned with Val Kilmer's masked mush any day. Exactly *how* preferable, you say? Wail 'til next month.



By the power of technology, we deliver you a cinemascope-shaped grab for that authentic big-screen experience.

The Wayne Sleep roundhouse kick.

Batty offers up some radioactive reindeer antlers.

Foreman For Real
Acclaim ● 24Mbit

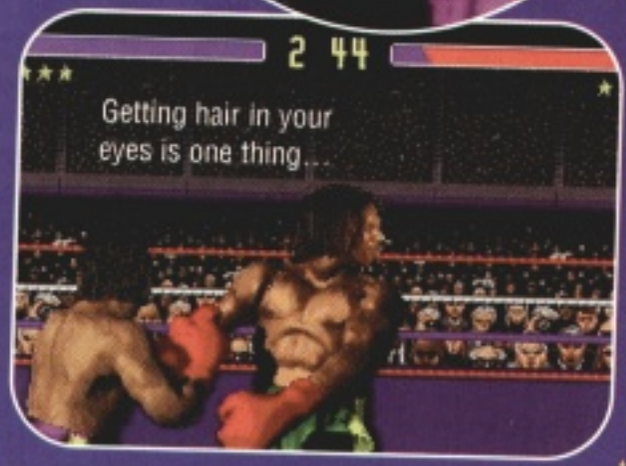
'Let's go!', 'Ya Bum!', and that old favourite, indispensable line of advice usually only offered by the casual boxing-match goer, 'Hit him!', are just three snippets of speech hurled at you in Acclaim's attempt to wrest the boxing game title belt from *Super Punch Out!!*

Foreman For Real takes a 'serious' approach to the sport, y'see, and relentlessly attempts to recreate the sweat-stained flavour of the real thing. And although its control system owes more to the cartoony *SPO!!*, the For Real tag fits its appearance – it too makes use of motion capture technology.

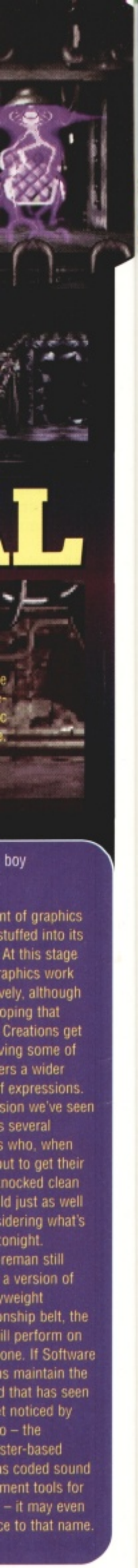
Created by *Plok!* developers, Software Creations, Foreman is another of Acclaim's whopping great 24 megabit carts – a size necessitated by the huge amount of graphics data stuffed into its belly. At this stage the graphics work effectively, although we're hoping that Software Creations get round to giving some of the fighters a wider range of expressions. The version we've seen includes several bruisers who, when just about to get their heads knocked clean off, could just as well be considering what's for tea tonight.

With Foreman still holding a version of the heavyweight championship belt, the game will perform on name alone. If Software Creations maintain the standard that has seen them get noticed by Nintendo – the Manchester-based outfit has coded sound development tools for the U64 – it may even do justice to that name.

Georgie boy himself.



...But a fist in your eye is an entirely different matter.



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HAÜS HUNTING

Even if you're a talented designer with a knack for programming, your success in the videogame industry is far from assured. This month *Super Play* caught up with the budding software developers of Haüs Teknikka to get an insight into the creative process.

You'd think it was straightforward enough: the game code for their first project is almost finished and everything is on schedule. Playtesters are assisting with the fine-tuning as we go to press, with a 100% completion target likely to be met by the middle of August.

There's just one problem to solve: as yet, Haus Teknikka hasn't been signed up by any of the major publishing houses. And if a deal isn't struck soon then, like so many titles in the past, it may never become available to the gamesplaying public.

When it comes to promoting themselves, though, Haüs Teknikka certainly know what they're doing. With an enigmatic approach to their company image that owes more than a little to the early Bitmap Brothers, they're establishing themselves as a singular creative force whose efforts are to be praised as a team with no-one taking individual credit.

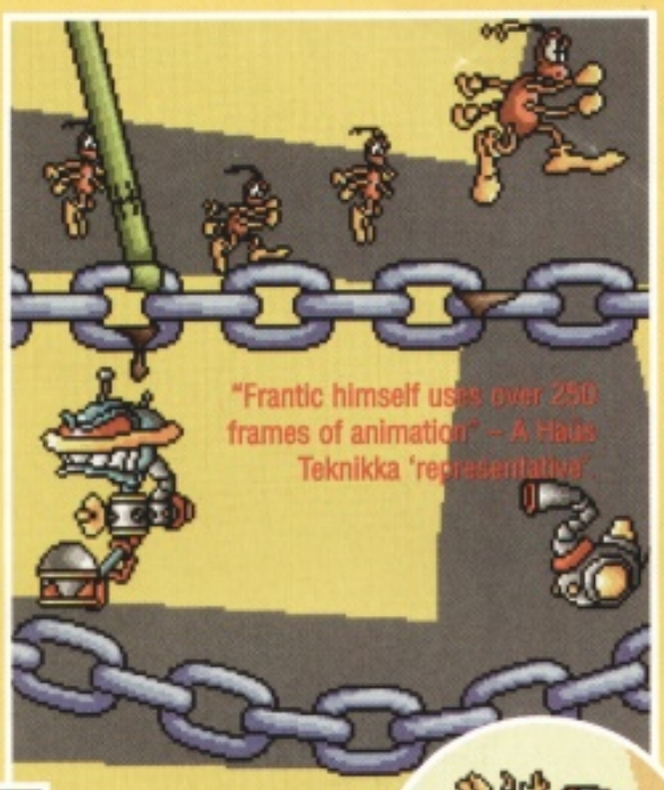
But games are the business, so what's all the fuss about? The title in question is *Frantic Flea*, an 18 level platform adventure. According to the Haus designers, *Frantic Flea* offers a radical departure from the standard platform fare of most 16-bit console games. "The backgrounds aren't produced in a modular 'square' building block fashion – they're hand-drawn, scanned and placed. There's hardly a straight section of platform in any of the game's levels, giving it a real abstract feel". Features like sticky suction surfaces mean that your fleas must walk up walls and even upside down – a tricky twist that requires mastering of the momentum of reversed gravity.

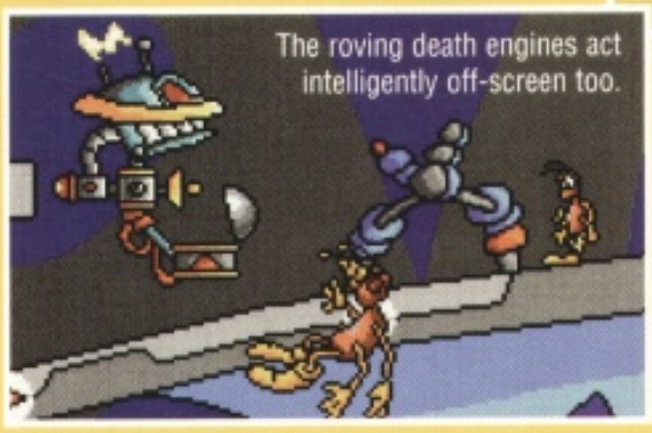
Comparisons with the environment and playing style of *Earthworm Jim* are perhaps inevitable. Although there was no imitation involved in Frantic's evolution, the freeform nature of the level design and the use of hand-drawn cartoons to evolve sophisticated animation aplenty will draw parallels with the creative method employed on Dave Perry's magnum opus.

Another potential hurdle in Haüs Teknikka's sprint to glory is the size of their game. Although it's still being tweaked and fine-tuned as this magazine goes to press, *Frantic Flea* currently occupies a hefty 24 megabits of ROM. As we revealed back in *SP33*, Nintendo's cut of the profits makes such massive and expensive ventures highly risky: only a surefire hit could possibly justify the necessarily high price of the cartridge.

For the moment, Haüs Teknikka is confident that its offering is just that. Whether the publishers will agree remains to be seen.

Frantic Flea
Haüs Teknikka ● 24 Mbit





The 'Stikko' walkway and its inverted physics model. Things get odd here.

But flea death scenes show the greatest investment of effort...

Haüs claim *Frantic Flea* is packed with "zany animations".

We wish they wouldn't, quite frankly.

Haüs logo: a pastiche on post-futurist socialist realism?

Obelix
Infogrames ● 12 Mbit

Goscini and Uderzo were massively successful with the Asterix the Gaul series back in the early 80s, and it looks like Infogrames are going for a revival. This time, though, the fat bloke does all the work.

FAT BLOKE!

Odd, that – the original graphic novels always featured the more quick-witted Gaul of the pair, Asterix, keeping Obelix out of trouble and saving the day, the village and, at times, the Romans from some truly terrifying fates. This time it's Obelix's turn to do the heroics, and not just because there's already been a game called *Asterix*, oh no.

The game benefits from massive attention to detail of the game's characters, as well as the plot of the original story. What makes Obelix so special is that, instead of working from one best-selling storyline, the game's designers have incorporated as many original Goscini plots as possible, while keeping to one tight storyline.

Asterix and Obelix are the star warriors of the one village left in France that hasn't been occupied by the Romans. Their village sits surrounded by three fortified Roman camps and the English Channel, a situation that's dangerous at the best of times, without Caesar commanding his armies to put the squeeze on the village. Alea acta est, and all that.

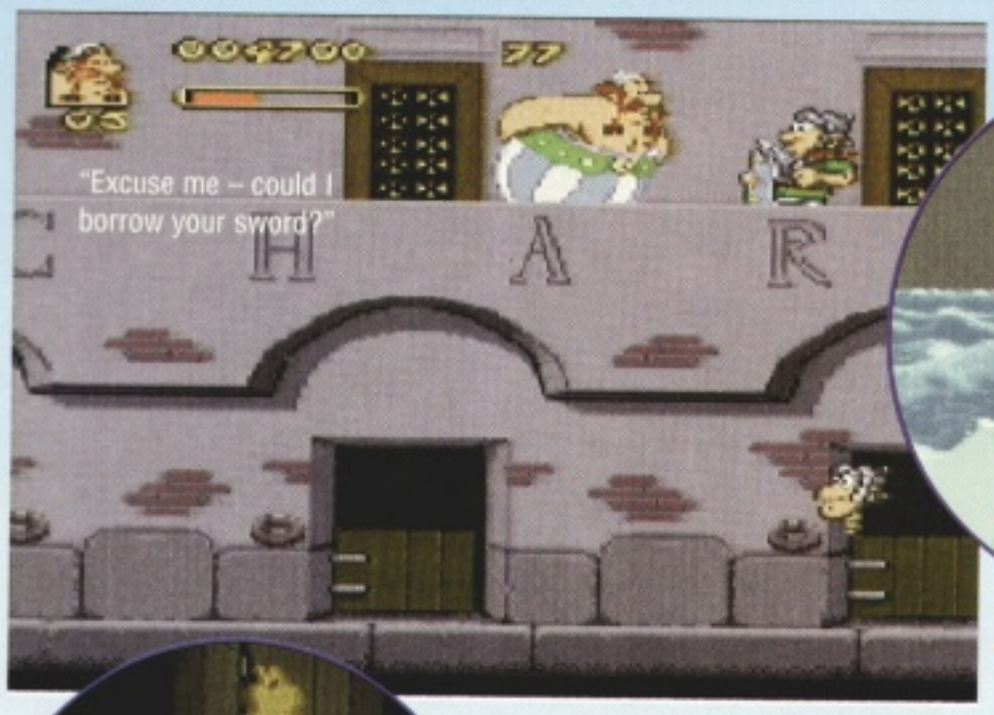
Fashion wasn't what it is today – you get to wear a little metal hat or trousers that ride up on you.

To prove to Caesar that these Gauls are not for moving, Obelix sets out on a journey through all the occupied Roman lands, collecting souvenirs from each. This is where the game can be broken down into scenario pieces from Asterix in Britain, Switzerland, Helvetia, Rome, Egypt, and many other original stories. Each area is tightly-designed and beautifully-drawn, designed either for Obelix to waddle through alone, or accompanied by his faithful friend, Asterix (in two-player mode).

In a fit of generosity, Obelix's programmers have included some extra sections, the first of which is the rugby game from Asterix in Britain, without breaking from the game's style as a whole.

On a technical level, *Obelix* looks to be well-written, with plenty of foreground objects, a varied range of scenery (not all of which is just background), smooth scrolling, large, well-drawn sprites and a parallax system to die for. The other joy is that the graphic artists have stuck as closely to the style of the original cartoons as possible, making this a must for Asterix fans.

As always with previews, this has yet to withstand the harsh and ever-watchful eyes of the *Super Play* review team, but only time will tell.



Kill a Gaul, win a boat.

Fat bloke and little bloke trash the prison to rescue the rugby players.

Standing next to Vitalstatistix is Getafix, the druid responsible for that 'special brew'.

JAPAN GAME WATCH

And still the Japanese games scene burgeons and bloats with the product of a nation obsessed with all things Nintendo-related. Did you know that more games are released in some months in Japan than there have been in some entire years in the UK? Yes, a lot of them are shoddy, but there are some winning lottery scratchcards among the used sheets of Izal, and we're here to root them out. Hey, it's a tough job, but somebody's gotta do it.

If a pastime becomes big news in Japan you can bet your gold fillings that there'll be a game based on it before long, hence the recent spate of fishing games. Splendidly titled developers Star Fish have *Super Black Bass 3* in the offing, and it's going to tip the scales at a fisherman's tale-like 32 megabits. It's not yet clear where all the memory's gone, but expect it to have the most comprehensive range of rods, floats and groundbait around.

Retro game of the month is Hudson Soft's *Shooting Collection*. Featuring nigh perfect conversions of three coin-ops from the '80s, it's a minnow compared to *SBB3*, at only 4 megs. The games included are *Star Force*, *Star Soldier* and *Hector 57* – three blasters which, while not as famous as the likes of *Xevious*, had a hardcore following in their day. *Star Force* is the biggest game of the three, having set the agenda for scores of vertically scrolling shoot-'em-ups since, while PC Engine fans will no doubt go for Star Soldier, the precursor to *Super Star Soldier*, a hit on NEC's little monster some time ago.

It wouldn't be a typical month in Japan without a new side-viewed beat-'em-up with a daft name, and this month's is *Battle Tycoon: Flash Hiders SFX* from Rightstaff. It's a 24 megger complete with battery-backed RAM (for saving tournament details, er, we believe), and some cracking armoured geezers fighting a bunch of tough young ladies. Although some of its special moves look rather convoluted, it looks like fun.

Gainax's *Princess Maker* is last on the list this month. As the title hints, it's a 'game' which allows you to create a girl. Once you've decided on a number of variables it's down to you to take control over her schooling and upbringing. Later in life, when she's ready for the big wide world, it's time to select a career and make sure that she follows the right path. The entire game is high on moral standards, with success coming your way only through careful and considered decision making. Already a big hit on the PC and FM Towns, it's set to fare similarly on the Super Famicom. An English language translation would perhaps only be feasible with Barbie in the main role...

32 megs of hot fishing action – can you handle such rod-and-line extremities?

Shooting Collection – stub some ciggies out on your TV screen for extra effect.

Game names don't come much better than *Battle Tycoon: Flash Hiders SFX*.

Princess Maker – something Wil's "quite looking forward to, actually." We worry.

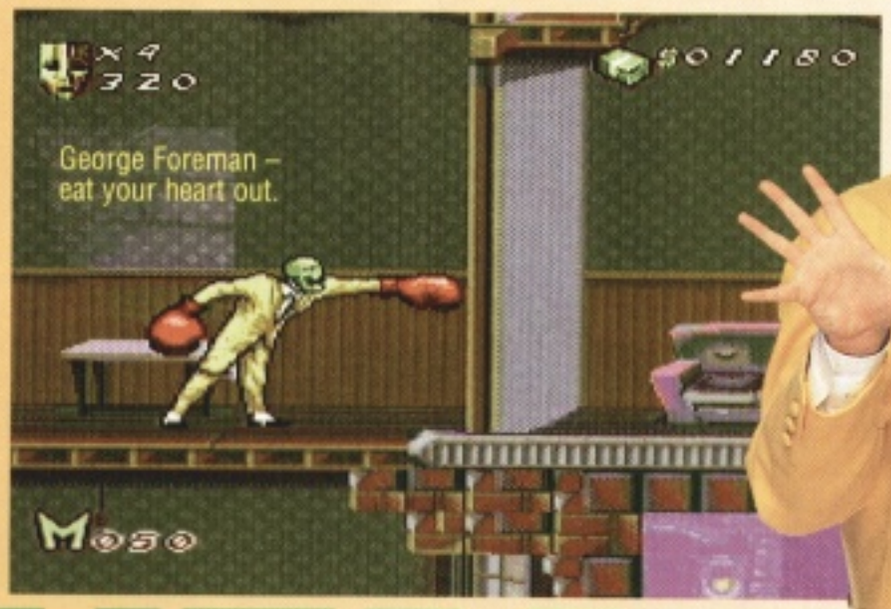
There are videogames

MAYHEM UNMASKED

It's a double-whammy for the T•HQ crew...

After a long period of inactivity on the SNES, T•HQ are gearing up to launch two SNES titles set to raise the American company's profile after the release of the disappointing *Ren & Stimpy: Timewarp* and their decision to abort *Akira*.

With Electronic Arts no longer publishing into the SNES market, T•HQ have licensed a number of their titles, with *Urban Strike* set to appear first. Recipient of a cheery welcome on the Mega Drive last year – our colleagues on *Sega Power* awarded it over 90% – it's the sequel to *Jungle Strike*, itself a very fine shoot-'em-up.



Jim Carrey *is* The Mask.

There's a greater choice of co-pilots to choose from this time around, and, while the action focuses on buzzing around blasting things, *Urban* departs from the series by offering several levels of building interior sections with you taking direct control of your 'copter's pilot.

It's still in the early stages of development but the game's already looking considerably juicier than its other 16-bit incarnation.

T•HQ's second offering is solely their own creation – *The Mask*. No prizes for guessing it's a platformer, with umpteen levels based directly on sections from the film. The Mask character himself is where the game really looks to come alive, with gloriously cartoon-like animation and a wide range of capabilities again lifted straight from the movie.

There's a distinct aroma of new-found quality emanating from T•HQ at the moment, and we'll be monitoring their apparent rise in the coming months. Now, if only we could get them to resurrect the *Akira* license, and somehow get Shigs to produce it...

CAPCOM'S FINAL FLING?

Neither *Final Fight* nor *Final Fight 2* represented any form of finality, it seems, because a third instalment is brewing over at Capcom's Japanese development HQ.

Old hands Haggar and Guy will be joined by two as yet unnamed trouble-mongers in what will be the conclusion to the series. At this point, highlights are a two-player mode and each characters' newly developed ability to run. (Wo-hoo!)

FF3's graphics look faithful in style to the former games, and there's still a healthy wodge of gamers still willing to take scrolly beat-'em-ups to their hearts. But the release still smacks of desperation – where are the conversions of *The X-Men* and the *Darkstalkers* that SNES owners have been demanding for so long? We're flummoxed.

Better news is the announcement of *Rockman X3*, which we're hoping will offer infinitely more satisfying gameplay than games of the *Final Fight* ilk. It's showing no signs of broken ground to look at, though, with its custom C-4 co-processor offering no more trickery than was evident in *X2*.

With Capcom now concentrating on CD machines such as the PlayStation and Saturn – their heavy cash losses incurred through unsold SNES cartridges are well-documented – it's possible that these will be Capcom's last two SNES games. As swan song titles it seems a genuine shame.

Watch out for a *Final Fight* boss in the new *Street Fighter Zero*.

Jim Carrey *is* The Mask.

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Watch out for a *Final Fight* boss in the new *Street Fighter Zero*.

FANHUNTER

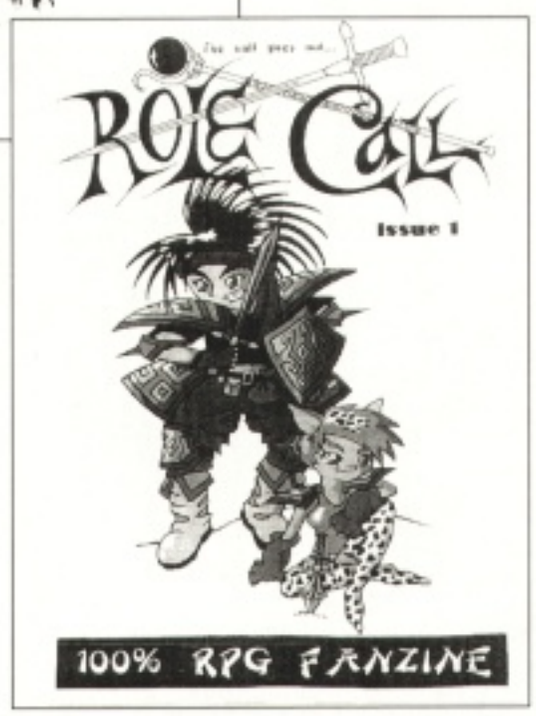
Your wild boar in the truffle-rich field of fandom...

The finest fanzines often grow from an overwhelming passion for a single subject. That's why our first recommendation of the month is *Role Call*, a Britzine that's truly devoted to RPGs. Editor Rachel Ryan is predominantly a SNES user but her arcane dabbling in everything from Speccy text adventures to the PC Engine (the source of many an SFC conversion) gives her a grounding in the field that's as sturdy as an Eskimo's waterbed. The reviews even rate games on such points as storyline and combat, although the text is so enlightening and well-presented that a score seems almost redundant.

Equally welcome reading matter is *Journey's End*, another new RPG fanzine. Ann has wisely responded to the pleas of inquiring newcomers by including a *Secret of Mana* guide in the first issue, not to mention *FFIII* and *Breath of Fire* tips. Her involvement in fantasy fandom also dates from the Speccy but is broad enough to take in Fighting Fantasy books and Games Workshop roleplaying shenanigans too. A quality production, although that shouldn't discourage you from contributing to it yourself.

The sub-genre under scrutiny in Richard Melville's *Street Fighting Journal* requires little explanation on my part, although I'm reluctant to read anyone who signs himself AKA Grand Master (not, presumably an homage to Grand Master Flash and the Furious Five). Richard seems to have odd ideas about what constitutes an in-depth article, and I'm still not sure if I should feel like a heretic for sticking with Turbo. But for the price of an SAE, what can you say?

Lack of space meant that *Faster Than Light* got little more than a mention a couple of months back, but I sincerely hope that Tim Phillips hasn't abandoned his grand plans for true cult coverage. Not just anime and games, but 60 pages of the X–Files, Magic addiction [that's the card game – Ed], books, comics and some bizarre insights provided by a trip to the BBC studios to watch Chris Barrie recording the Brittas Empire. Monetary encouragement to the address below.



This month's top selection of home-made fanzines!

ESSENTIAL READING

Journey's End – £1.50 plus 1st class stamp to Ann Simpson, 237 Dyas Road, Great Barr, Birmingham, B44 8SY. E-mail Ann.Simpson@VOID.SENTINEL.CO.UK

Faster Than Light – £1.25 to Tim Phillips, 39 Durand Road, Earley, Reading, Berks. RG6 2YU

Role Call – £1.20 (or £7 for six issues) to Rachel Ryan, 25 Oakdene Avenue, Woolston, Warrington, Cheshire, WA1 4NU

Street Fighting Journal – SAE to Richard Melville, 27 Broadway, St. Thomas, Exeter, Devon EX2 9LU

And then there's...

The Official PlayStation Magazine

On sale mid-September

The 'PS' logo and 'PlayStation' are trademarks of Sony Computer Entertainment Inc.

Our heroines against some unknown terror while the schoolteacher with the mostest, Miss Ayumi, gets ready for her potential nuptuals, in the 3rd Project A-Ko sequel – *A-Ko: The Final*.

KO'd by Project A-Ko

ANIME WORLD

Pronounced 'ahh-nee-may'

By Peter J. Evans

In a twist on the original story, A-Ko The Vs finds A-Ko and B-Ko working together on an alien desert planet. But it's not long before C-Ko appears to prove that three really is a crowd.

Comedy, at the risk of sounding a bit obvious, is a funny business. In the same way as it's impossible to fool all of the people all of the time, it's very difficult to make all of them laugh too. Humour is often so dependent upon culture that few comedies do well in foreign environments: many comic animes fall as flat in the west as Carry On films and Monty Python do in Tokyo.

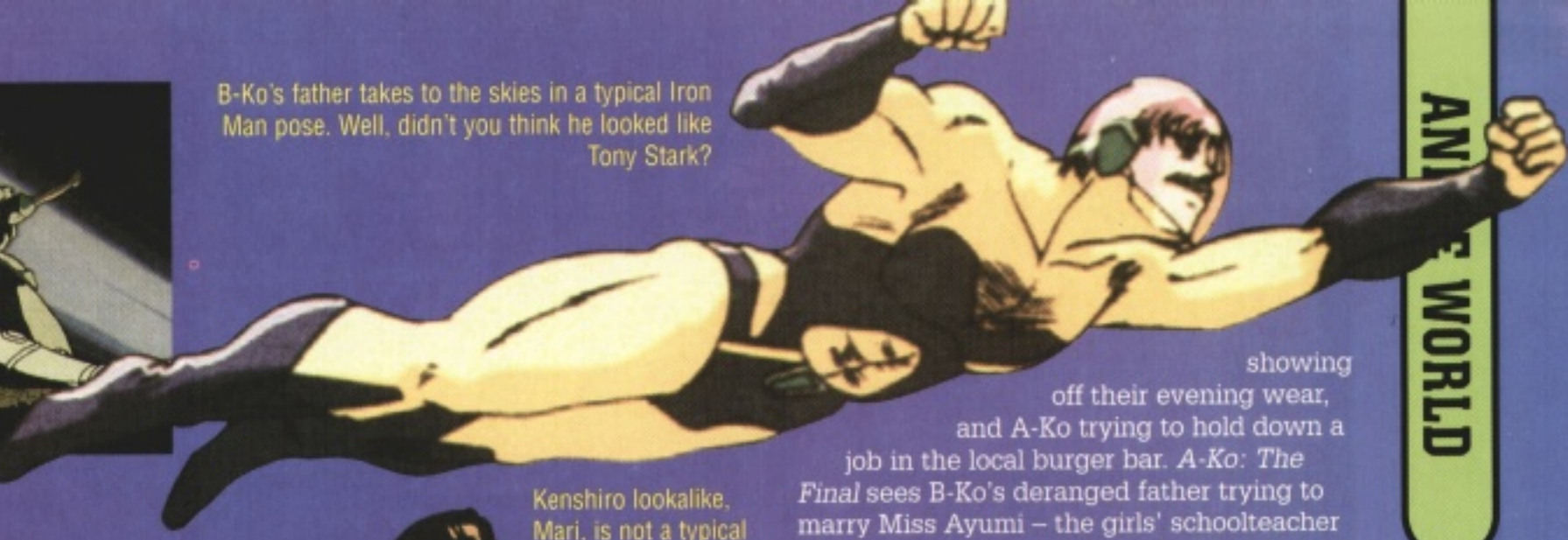
However, there are exceptions, and when they work, they do so very well indeed. One such success has been the *Project A-Ko* series of films and OAVs, whose humour is so visual and thoroughly bizarre that it rarely fails to raise a giggle.

A-Ko is difficult to explain, but at its heart lies a rather warped emotional triangle. Not a love triangle – as shown in *Kimagure Orange Road* and its numerous imitators – but a friendship triangle. Possibly with more than three sides. A-Ko is best friends with C-Ko. B-Ko wants to be C-Ko's best friend, and determines to manoeuvre A-Ko out of the picture. Such has been the stuff of more girls' school stories than one can comfortably shake a hockey stick at.

Anime World Playmate Of The Month – B-Ko Daitokuji. Hef would be proud.

But this is anime, not What Katie Did Next. A-Ko Magami is the daughter of Clark Kent and Diana Prince, otherwise known as the alter-egos of Superman and Wonder Woman, and as such is a tad stronger than most high-schoolers: a 'tad' in this case being the ability to run at mach-1 and use Gundam-sized mecha as juggling balls. B-Ko Daitokuji is the daughter of a billionaire multinationalist, has resources beyond most developed countries and an intelligence level that makes Einstein look like Homer

A-Ko comes up against trouble in the desert, in *A-Ko The Vs.*



B-Ko's father takes to the skies in a typical Iron Man pose. Well, didn't you think he looked like Tony Stark?

Kenshiro lookalike, Mari, is not a typical Japanese schoolgirl!

Simpson. C-Ko Kotobuki is an alien princess. On a far distant planet, equal measures of immaturity, noise, and lousy cooking were poured into a cute-shaped mould and shaken vigorously. The result is sweet, certainly, but then so is being force-fed candy floss until you die.

Add to this psychotic trio an alien invasion force bent on retrieving C-Ko from Earth, a mysterious spy called D, B-Ko's twisted collection of misfit cronies, and more slapstick and sight-gags than any one film should lay claim to, and what you have is probably the funniest thing to come out of Japan since the idea that sushi is in some way edible.

Oh, and just in case you've been wondering about the names of these young ladies, ko is Japanese for child. Our heroines are simply labeled Child-A, Child-B... As for the movie's title, it refers to the Jackie Chan film *Project A*, with which it shares the theme of people in sailor-suits hitting each other very hard. Of course, in Chan's film, the people in sailor-suits are sailors.

Project A-Ko was produced for the cinema by APPP Co Ltd – who used to make Cream Lemon-style porno animes until they decided to aim for a wider (and less pervy) market – and Soeishinsha Co Ltd. Like many of the animations we discuss here, it achieved considerable success upon its release, and while APPP went on to produce *Roujin-Z* for Katsuhiro Otomo, Soeishinsha decided to cash in on the *A-Ko* phenomenon and produce a sequel.

Project A-Ko 2: Plot of the Daitokuji Financial Group was an OAV rather than a big-screen movie, and is little more than half the length of its predecessor. Nevertheless, it manages to pack a lot of laughs into those 45 minutes, and is in every way a worthy sequel. Both films are available from Manga Video, although it must be said at this point that the MV release of *Project A-Ko* is actually a lot less funny than it should be, thanks to some fairly lousy voice acting and a less-than perfect script. However, the recently released *Project A-Ko 2* is an awful lot better. Maybe somebody should re-release the first film with the voice actors from the second...

More sequels followed, as sequels are wont to do. *Project A-Ko 3: Cinderella Rhapsody* has A-Ko and B-Ko fighting over a boy for a change. The boy, Kei, isn't interested in either of them – he's infatuated with C-Ko, who couldn't care less, and the usual mayhem ensues. High points include the girls showing off their evening wear, and A-Ko trying to hold down a job in the local burger bar. *A-Ko: The Final* sees B-Ko's deranged father trying to marry Miss Ayumi – the girls' schoolteacher – to Kei in order to halt the advance of a vast alien space fleet. As usual, the clash of personalities soon threatens to wreck the city, if not the planet.

There was also a two part OAV series called *A-Ko The Vs, Blue Side and Grey Side*. These basically had bit-all to do with what had gone before, ignoring the whole *A-Ko* mythos, altering the setting and changing the characters around completely. They weren't bad, but they could have been released under a totally different title and no-one would have noticed.

Project A-Ko was first released back in 1986, but it's still as fresh and funny now as it was then. Much of the show's charm stems from spotting the in-jokes and mickey-takes that pepper the action. For example, Miss Ayumi's class is liberally seeded with characters from Urusei Yatsura, including a blonde version of Princess Oyuki. B-Ko's giant crony Mari is a squeaky-voiced clone of Kenshiro from Fist of the North star, complete with a similar "In three seconds your body will explode" line in martial arts.

Project A-Ko is also the home of the 'running gag', the kind of joke that is pretty funny the first time you see it, but is repeated so often and added to so much that by the end of the picture viewers are being carted away with their ribs busted from the inside, like John Hurt in *Alien*. A-Ko is continually late for school, creating increasing amounts of carnage as she struggles to get in on time. B-Ko's mecha grow ever-more huge and bizarre. Spy-D's collection of injuries mount until the poor fellow (Wrongo! Another joke – the Schwarzeneggeresque D is actually a girl) is a walking mass of comedy bandages.

Only the Japanese could come up with a comedy about schoolgirls, giant robots, and food that turns you green. With any luck, someone will release the rest of the series in this country soon, hopefully with the same voicing talents heard on *A-Ko 2*. In the meantime, I'll sign off for now. See you next time!

A-Ko wonders if it's worth all the trouble trying to rescue C-Ko, in *A-Ko The Vs.*

Don't trust him B-Ko, this chap's up to no good, in *A-Ko The Vs.*

ANIME CONTACT

***Anime UK magazine* (£2.70) and *Manga Mania* (£2.50) are both available from all good newsagents and SF/comic shops.**

STREET FIGHTER WITH SWORDS

Weapon Lord
Ocean ● 24 Mbit

When James Goddard left Capcom's US division he was leaving behind one of the most successful series of games in history – the legend that was *Street Fighter*. And his wasn't an insignificant involvement to be writing off as just another day's work – as well as co-creating Dee Jay he was responsible for a slice of the Super that went into *Super Street Fighter II Turbo*.

More blood than can be simulated using a bottle of Heinz ketchup.

Word on the grapevine suggests 'artistic differences' as the underlying factor surrounding his departure. Freed from the constraints of a series of such importance – just the amount of staff involved in the development of *SF* games is mind-boggling – he could create the game *he* wanted.

And *Weapon Lord* is the fruit of his work. It's not, of course, a product of the *Street Fighter* Clone-O-Matic™ brigade, rather it takes ideas from both the *MK* and *SF* series, then slops a ladle full of extra stuff on top. So, along with an abbattoir's floor-worth of blood spillage, secret finishing moves, a combo meter plus all the other standard trimmings, there are new ways of pulling off special attacks, unique blocking moves and more besides.

Official artwork by Simon Bisley of 2000AD fame.

But it all begs the question: *Are* SNES owners still looking for the definitive side-viewed beat-'em-up? Is *Weapon Lord* just one fighting game too far? All shall be revealed when we crash the game under the might of the *Super Play* Reviewing Hammer Of Chaos next month.

SIX OF THE BEST

***Street Fighter II*'s range of characters looks absolutely luxurious by comparison to *Weapon Lord* – we're talking about a range of only six fully battle-ready warriors 'ere, sir. Each has five manual-documented special moves and up to six that have to be discovered through playing – or by judicious maximisation of the inevitable *Super Play* Players Guide, of course.**

KORR

Barbarian Master Warrior
Height: 6' 3"
Weight: 20.5 st
Age: 25
Weapon: Bastard Sword

Don't call Korr a nancy – he was apparently born under the Warrior's moon, which makes him quite tough, probably. And, hey, he uses a weapon with a swear word in its name. Must be hard then.

BANE

The Lone Wolf
Height: 6' 8"
Weight: 28 st
Age: 25
Weapon: Rock Warhammer, Bone Hook

Look at Bane the same way you do Sabre Wulf out of Killer Instinct. Y'know – fangs, fur, prone to ripping his opponents' armpits clean off with his teeth. And he has a whopping hammer, too.

DIVADA

Mistress of Death
Height: 6'
Weight: 15 st
Age: 25
Weapon: Twin-Bladed Staff

Being a Mistress of Death, Divada combines the 'black magic of her spells with the cold steel of her staff'. We think her staff looks like Sandy out of Monkey's weapon. Or Piggsy's, perhaps.

TALAZIA

The Bird of Prey
Height: 5' 10"
Weight: 11.5 st
Age: 25
Weapon: Talon Blade and Claw Shield

Being a bit of an enigmatic type, Talazia likes to spend time alone, and sometimes climbs trees and stares into the distance. Then she comes down and gives her enemy a right proper drubbing.

ZORN

The Defiler
Height: 6' 2"
Weight: 16 st
Age: 25
Weapon: Ivory Axe and Skull Shield

This guy's axe is so sharp it is alleged to be up to the task of splitting the hair on a pit beast's back. So if your Moulinex electric kitchen knife busts on a Sunday, he's your man, obviously.

JEN-TAI

The War Queen
Height: 6' 10"
Weight: 19 st
Age: 25
Weapon: Falcon and Spiked Shield

The tallest and strongest selectable fighter is a girl, as it happens. Can you imagine marrying her, though? Buying her a dress would be a right nightmare. And think of all the food she'd get through.

R

Official artwork by Simon Bisley of 2000AD fame.

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"I WAS BLOCKING THAT!"

As already mentioned, *Weapon Lord* doesn't play like a direct *Street Fighter II* clone, despite its origins. Instead of lifting gameplay over wholesale it looks like its programmers have gone for the take-what-we-know-and-love-then-add-some-more approach. So, what we have are the following actions:

Instant-Motion Moves

These take the form of what is widely understood to be the standard special move technique in beat-'em-ups: moving the D-pad through several points on the pad and finishing with a button press as the motion finishes.

Hold-Down Moves

Conversely, you have to press the attack button *before* executing D-pad movements to unleash one of these. The pad movements are much the same but, as you'd expect, it takes a little while to get used to.

Charge Moves

If you can perform Guile's Sonic Boom in your sleep, E. Honda's Flying Headbutt while doing the washing-up and Chun Li's Spinning Bird Kick while indulging in advanced macrame, you'll manage these with ease. They're the same, see.

Thrust Blocks

While a simple block can be effected in the traditional style – by pushing the pad away from your opponent – it's not guaranteed to fend off all types of attack. So there also appear Thrust Blocks – four moves which, while always protecting you from an incoming attack (providing you're using the relevant variety), can also turn a fight in your favour.

DEZAEMON COMPO WINNERS

After examining the SNES shoot-em-'up construction kit *Dezaemon* by Japanese company Athena back in SP32, we set a competition to allow one lucky reader to win our rare cartridge.

The Raiden/Xevious style was a definite influence on many readers' masterpieces with plenty of militaristic future jets and carriers like David Slater's fighter craft. Nevertheless, entries like Chris Groves' insectoids and David Nolan's time-warped conjunction of ancient and modern warcraft showed a diversity of good ideas. That was reflected in the weapons, too: the most playable-sounding concept was penned by James Whitehead of Ilkeston, whose alternating grabbers sounded worthy of a Konami boss.

Oddest end-of-level nightmare came from mad Adam Langdon of Leigh-On-Sea, whose Well Lard Margarine guardian made us quiver with naked fear. Adam impressed us with his promise to upgrade all of his C64 SEUCK creations to SNES, but wins instead the award for Entry Involving The Least Amount Of Effort. Twit.

More oddness from Steven Martin of West Norwood was the almighty Mallopinchpyosuet. According to Steven, a good weapon to use against it would be a burst-type 6-way plasma cannon. As if a burst–type 6-way plasma cannon wouldn't be good in many other instances.

The eventual winner was Darren Boyle of Redditch, whose end-of-level guardian showed an understanding of both how to use pixel graphics and how it would play. We've asked Darren to create his boss on the *Dezaemon* cart and we'll hopefully run a screenshot of it in a future issue.

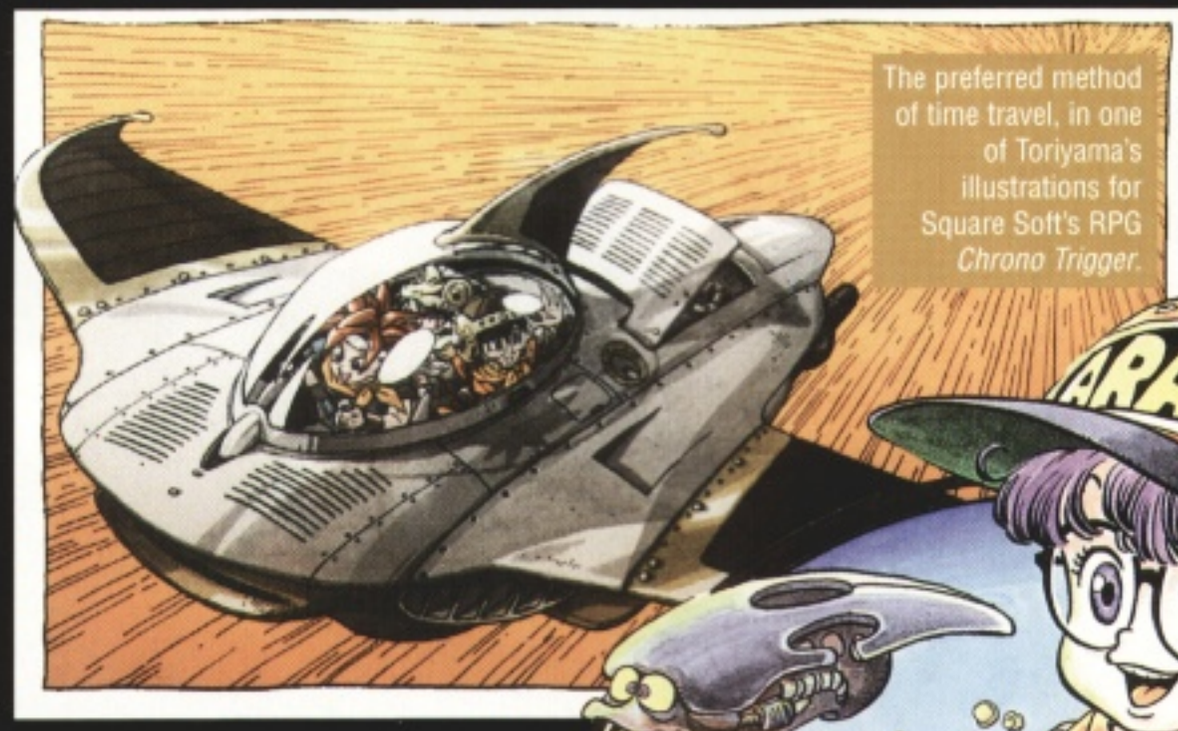
Incidentally, our competition was called 'As Hard As Zy'. Nobody spotted the deliberate error there, then.

THE DARK KNIGHT RETURNS
BUT IS THIS THE BEST BATMAN EVER – OR THE WORST?
FIND OUT IN ISSUE 3 OF SFX, THE SCIENCE FICTION MAGAZINE
SFX
REINVENTING BATMAN
Riddle: How many people does it take to change a Bat?
PLUS! FLUKE, UFO, POWER RANGERS
ON SALE 25 JULY
Future
Films, TV, Books, Comics, Video, Models and more...

LIVE

FROM HELL CITY

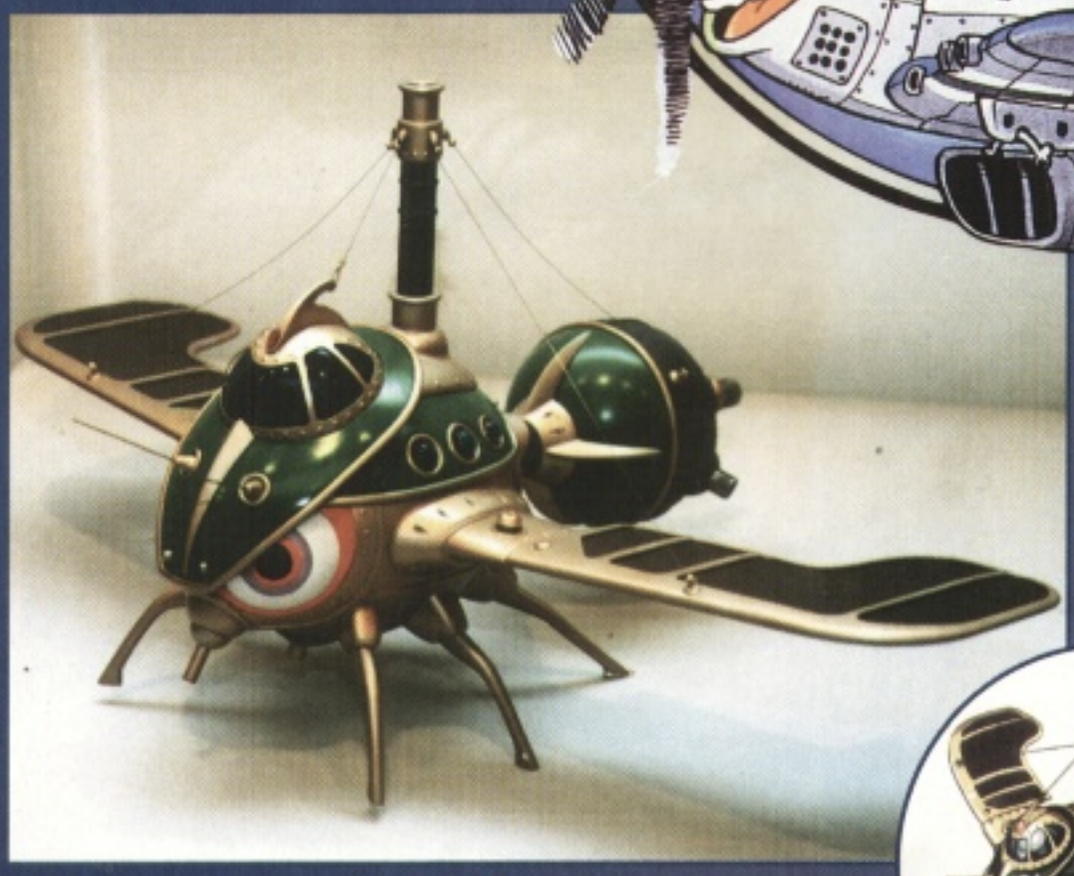
By Nic di Costanzo



The preferred method of time travel, in one of Toriyama's illustrations for Square Soft's RPG *Chrono Trigger*.

Direct from Japan, via Penguin Village, comes an exhibition by the master of manga, Akira Toriyama.

A whole heap of *Dragon Ball* characters greeted visitors to the exhibition.



From the look of the wing design on this bizarre flying machine, it could easily have made it into *Chrono Trigger*.

One of Toriyama's most enduring characters is the super-powered robot girl Arale, from *Dr. Slump*.

From April 22nd to May 21st, Mitsukoshi, one of Japan's most famous department stores, held an exhibition dedicated to the work of Akira Toriyama, one of the country's most prolific and, arguably, most talented illustrators.

Taking up the entire top floor, the exhibition showcased every aspect of the 40 year-old designer's work. From his earliest production, *Wonder Island*, a manga strip published in 1978, through the unparalleled success of the legendary *Dragon Ball Z* series, to his work on character design in Square Soft's *Chrono Trigger*, Toriyama's career has touched the hearts and minds of millions, and his status in Japan has reached legendary proportions.

Toriyama translates into English as 'birds mountain', and it's from this that his independent design house, Bird Studio, gets its name. Since the early '80s, this collective has been redefining state-of-the-art Japanese character design on a regular basis.

One of Toriyama's particularly favoured areas of development lies in three-dimensional work by giving a strong sense of perspective and solidity to comic book scenes. These techniques have ensured a strong relationship between Bird Studio and *Shonen Jump*,

heap of *Dragon* acters greeted o the exhibition.

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Japan's biggest-selling manga publication, where the team's action-heavy work reached an appreciative audience of up to 4,000,000+ each week.

Aside from *Dragon Ball Z*, Toriyama's biggest success in Japan is *Dr. Slump*, a series based on the fictional adventures of one Dr. Senbe Norimake, a resident of Penguin Village on Gengoro Island. It combines humour, fantastically detailed mechanical design work and even a female android sidekick with dodgy eyesight. Visitors to the exhibition were able to see many examples of *Dr. Slump*-related paraphernalia, including early rough sketches of the central characters to full-blown, full colour images which were used to promote the series.

Along with walls lined with framed Bird Studio-generated artwork, the group's diverse range of other interests were represented heavily. Glass presentation cabinets took centre stage, some stuffed full of Toriyama's Western-inspired soldier model kits, others holding an array of *Dragon Ball* merchandise. One was even housing a model Penguin Village from the world of Dr. Slump, complete with tiny modelled versions of the characters from the series.

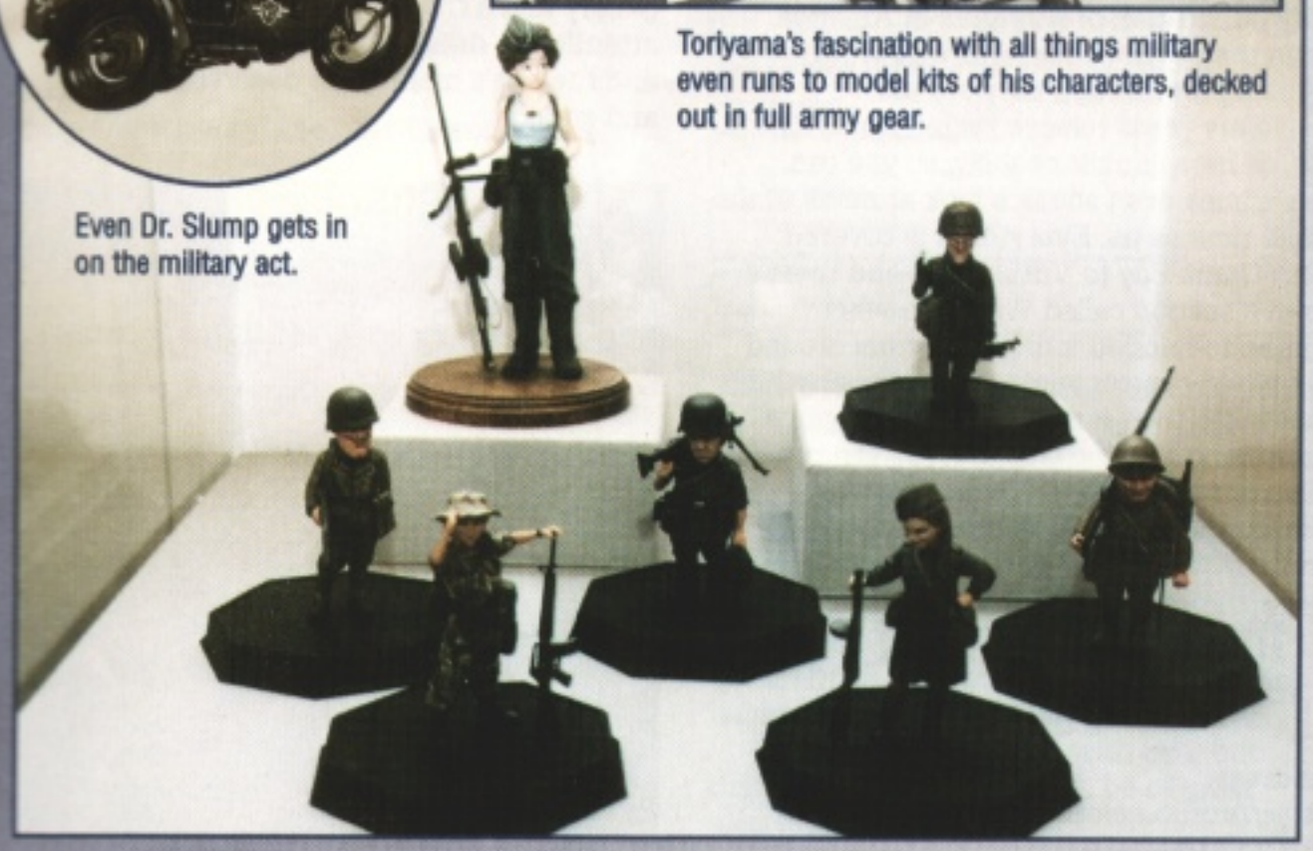
Game fans found the *Dragon Quest* section of tremendous value – here were Toriyama's original hand-drawn paintings of their favourite characters from the biggest-selling RPG series in Japan. *Chrono Trigger*, Toriyama's latest work in the field of videogames, was also represented by a selection of beautiful promotional artwork, along with characters from Chunsoft's *Torneco's Great Adventure* – another RPG never likely to be released in the West.

Events of this scale are quite rare – it's Toriyama's stature and significance that enabled the creation of what was an event of some importance to Japanese fans of his work. His involvement in videogames is set to escalate in the coming years, and, with Square's increasing commitment to Western markets, it won't be long before his unique skills can be enjoyed by a much larger audience.

Not surprisingly, *Dragon Ball* made up a fair amount of the artwork on display.

Toriyama's fascination with all things military even runs to model kits of his characters, decked out in full army gear.

Even Dr. Slump gets in on the military act.



If the exhibition wasn't enough, you could always stock up on *Toriyama* postcards.

For the die-hard collector, some of the huge range of merchandise based on Toriyama creations was on display.

AKIRA TORIYAMA RESUMÉ

April 1955 Birth.

March 15 1966 Breaks his little finger on his left hand. (!)

April 1974 Graduated from design school.

March 1977 Resigns from work at an industrial design company.

December 1978 His first manga strip, *Wonder Island*, was published.

1979 *Tomato: Girl Detective* and Today's *Hilight Island* published in *Shonen Jump*.

1980 The first *Dr. Slump* stories are published (*Shonen Jump*). They continued until 1985.

1981 *Pola and Roid* and *d'Escape* published (*Shonen Jump*).

1982 *Pink* and *Mad Matic* published (*Shonen Jump*).

1983 *Cho Bit 1 & 2* and *Dragon Boy 1 & 2* published.

1984 *Dragon Ball* series published (*Shonen Jump*). It would run until 1995.

1986 *Mr. Ho* published (*Shonen Jump*).

1987 *Lady Red* and *Kennosuke Sama* published (*Shonen Jump*).

1988 *Soncho*, *Maarusaku Gekiyo* and *Mamejiro* published. Also produced design work of characters for *Dragon Quest III* (Famicom).

1989 *Clear Skies* and *Karamaru* published (*Shonen Jump*).

1990 *Cashman* published (*Shonen Jump*). It ran until 1991. Completed character design for *Dragon Quest IV* (Famicom).

1992 *Trunk* and *Dub and Peter* published. Designed characters for *Dragon Quest V* (Super Famicom).

1993 *Go! Go! Ackman* published (*Shonen Jump*).

1995 Designed characters for *Dragon Quest VI* and *Chrono Trigger* (both Super Famicom).

2001 ??? Designed characters for *Dragon Quest XII*?

CAUGHT IN THE WEB

We could ignore it no longer. So many readers have been getting touch with us regarding the Internet that we had to take a closer look.

The SNES's presence on the Internet is growing all the time, and for anyone committed to getting the most from their machine, getting connected should appear only marginally behind 'buy *Yoshi's Island*' on their 'things to do' list.

It's not only a pursuit for Johnny Cyberdude, nor is it something only collectors of unusual facial rashes will benefit from. If you know where to look, the Internet can prove almost as valuable a gaming companion as what you're holding in your hands right now.

So let's pay a visit to some of the most worthwhile sites out there. We'll try to ignore the plethora of crud that dwells within the Internet's murky bowels, and we'll deftly sidestep the sites which contain naughty pics of Chun Li and Cammy, where they pu– *(Snip! – Ed)*

FutureNet

Address:
http://www.futurenet.co.uk

What's new on FutureNet
Up to 20 new features added every week - don't miss them!
FutureNet World News
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Magazines & books
Check out Future's superb print magazines and book offers
.net magazine
The world's best Internet magazine is on-line
Advertise on FutureNet
Find out how you can market your products and services on the Internet
Features on FutureNet
Hot off the press...
Drives to Despair - a look at racing games in production, from PC Gamer
Sport
Football, rugby and cycling
Videogames
The lowdown on console games
Computing
PC, Mac, ST and Amiga
Entertainment
Science fiction and horror fest
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Guitar, techie and classical
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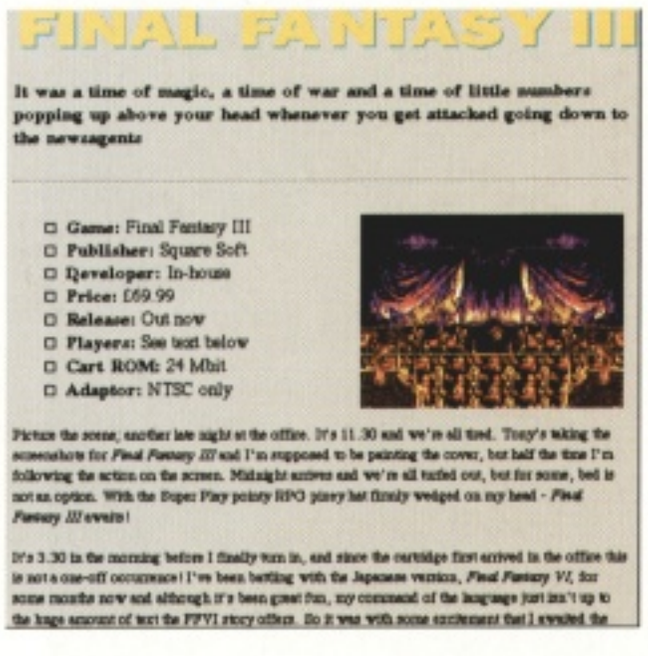

FINAL FANTASY III
It was a time of magic, a time of war and a time of little numbers popping up above your head whenever you get attacked going down to the newsagents
Game: Final Fantasy III
Publisher: Square Soft
Developer: In-house
Price: £69.99
Release: Out now
Players: See text below
Cart ROM: 24 Mbit
Adaptor: NTSC only
Picture the scene, another late night at the office. It's 11.30 and we're all tired. Tony's taking the screenshots for Final Fantasy III and I'm supposed to be painting the cover, but half the time I'm following the action on the screen. Midnight arrives and we're all turfed out, but for some, bed is not an option. With the Super Play pointy RPG pixey hat firmly wedged on my head - Final Fantasy III awaits!
It's 3.30 in the morning before I finally turn in, and since the cartridge first arrived in the office this is not a one-off occurrence! I've been battling with the Japanese version, Final Fantasy VI, for some months now and although it's been great fun, my command of the language just isn't up to the huge amount of text the FFVI story offers. So it was with some excitement that I awaited the

For fans of Square Soft this is an absolute gem of a site. From the lead page (Illucia's main street) it's possible to visit the Chocobo Store, where you can gen up on the entire history of the *Final Fantasy* series' most famous form of transport.

Alternatively you can pop into the cafe, where the characters from *FFIII* are hanging out – have a chat with each of them in turn to pick up hints and information on the game. There's also a library, an inn, an art gallery and a CD information point. The attention to detail is breathtaking all round and the site's maintainer deserves praise and support.

Square Soft

Address:
http://www.spin.ad.jp/square/index.html

Of course, your first port of call should be us. Every one of Future Publishing's magazines, from *Commodore Format* to *.net*, is covered within these pages. Selected features from various titles can be accessed, and the site's comprehensivity has ensured it a loyal following. It is, after all, the busiest Internet publication in Europe.

Super Play's own pages will be getting an overhaul pretty soon, and if there's anything you'd specifically like to see included all you have to do is throw some e-mail at us via one of the addresses at the end of the feature.

Nintendo Power

Address: http://www.nintendo.com

Nintendo Power, the official subscription-only publication of Nintendo of America, have their own pages, and well worth rummaging through they are too.

Every press release issued from NOA is put on here simultaneously, so you can sometimes even sneak a look at news at the same time as us. Everything is covered, from Game Boy to Virtual Boy, and there's even a section called Webchat, where Nintendo-minded individuals from around the world can converge to discuss anything that takes their fancy. Okay, so this usually runs along the lines of: 'Hey, so are you male or female?' and 'Yeah, *Killer Instinct*, like, rules' but you'll bump into the odd worthwhile sort every once in a while.

Illucia, the town of Final Fantasy

Address:
http://ucsub.colorado.edu/~nakao/fftown.html

Of course, if you're looking for a more official view of the world of Square, this is the place to be. It's a relatively new area but already it's packed with new product details, insider information on the making of the *Final Fantasy* series, job opportunities (!) and general company information. You can find out here, for example, that Square employees work a five day week, get one month's summer holiday and one when they finish each project – and that up to 80% of their rent is paid for by their employer (!!!) It's a fascinating place to trawl and best of all, unlike many Japanese-generated sites, it's all in English.

Intelligent Gamer

Address: http://igonline.escape.com/

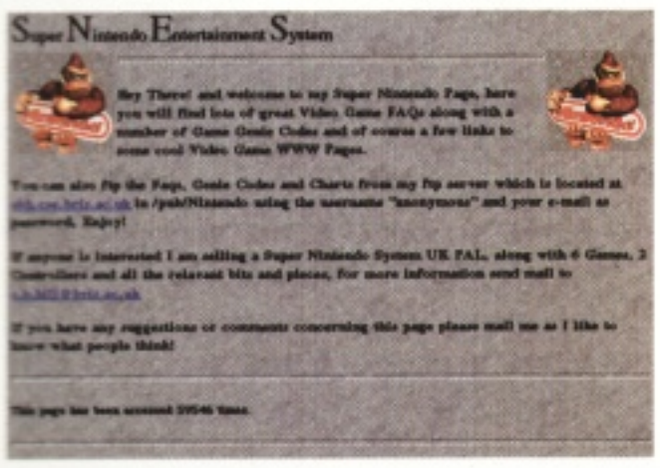
Of all the videogame-related electronic magazines available on the Internet – and there are absolutely stacks of them – IG Online is without equal.

Packed with news, show reports, game reviews and features, it offers informed opinion on the whole spectrum, not just Nintendo products.

As an example of the mag's standing, the editor of IGO was recently invited to Nintendo's offices to get an early look at *Yoshi's Island* – they've gained a great deal of respect with their ability to track down news often before professional publications. Well worth a gander.

Super Nintendo Entertainment System Homepage

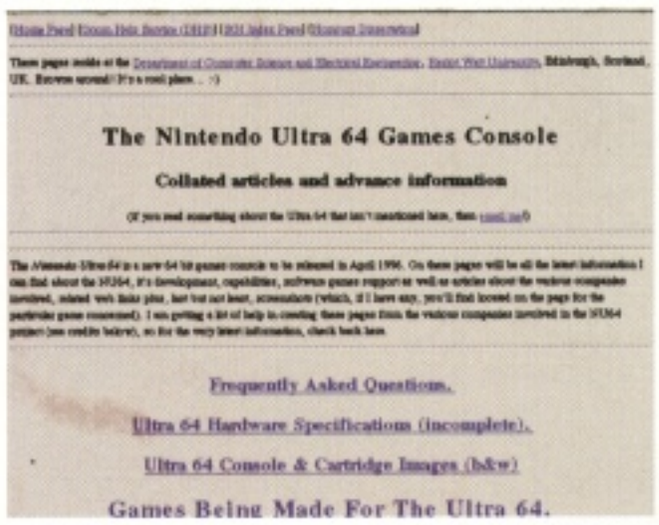
Address:
http://sbh.cse.bris.ac.uk/Nintendo.html



Well, its not the most imaginative titling ever, but this place is chock full of FAQ (Frequently Asked Question) lists covering everything from a *Breath Of Fire* walkthrough to a catalogue of coin-op music CDs. There's a section dedicated to Game Genie codes and even a game rating system which offers you the chance to contribute. There's a wealth of stuff here, and, though it lacks the glamour of some of the more upmarket sites around it makes up for it with its enthusiasm and comprehensivity.

Nintendo Ultra 64 page

Address:
http://www.cee.hw.ac.uk/~mapleson/sgistuff/ultra64/ultra64.html

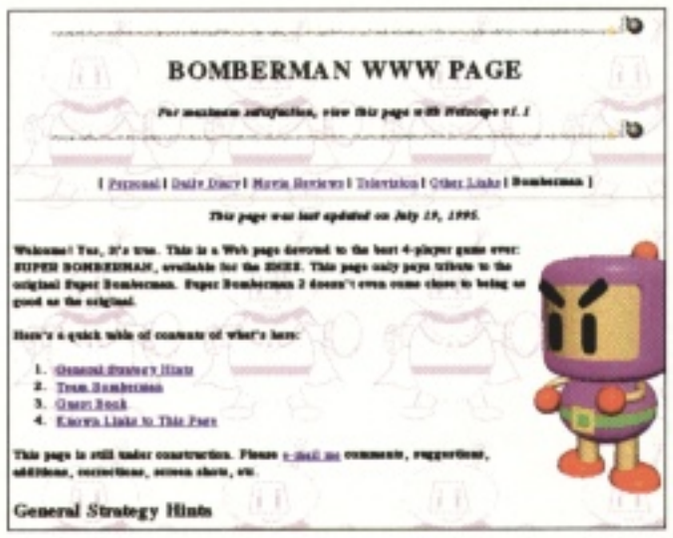

The Nintendo Ultra 64 Games Console
Collated articles and advance information
Frequently Asked Questions.
Ultra 64 Hardware Specifications (incomplete).
Ultra 64 Console & Cartridge Images (b&w)
Games Being Made For The Ultra 64.

The Ultra 64 has seen a great deal of activity spring forth upon the Internet, with many sites offering authoritative information of Nintendo's wundermachine.

This is one of the better examples, with a known games in development section, cribbed magazine articles and specific information regarding the Ultra 64 version of *Doom*. It all bubbles along keenly, and, although much of what's been written about the NU64 can be ignored as hyberbolic puffery, most of it's here for examination anyway.

Bomberman WWW Page

Address: http://fas-www.harvard.edu/~hsieh/bomber.html


BOMBERMAN WWW PAGE
[Personal | Daily Diary | Movie Reviews | Television | Other Links | Bomberman]
This page was last updated on July 19, 1995.
1. General Strategy Hints
2. Team Bomberman
3. Guest Book
4. Known Links to This Page
General Strategy Hints

There's not nearly enough of this happening on the Net in our opinion – pages dedicated specifically to just one game, and professionally produced to boot.

And the site maintainer's enthusiasm about the subject matter here is unquestionable – he makes his hardcore fan tendencies known early, saying '*Super Bomberman 2* doesn't even come close to being as good as the original.

It's mostly concerned with tips, but that's no bad thing – they'll be of great interest to fans.

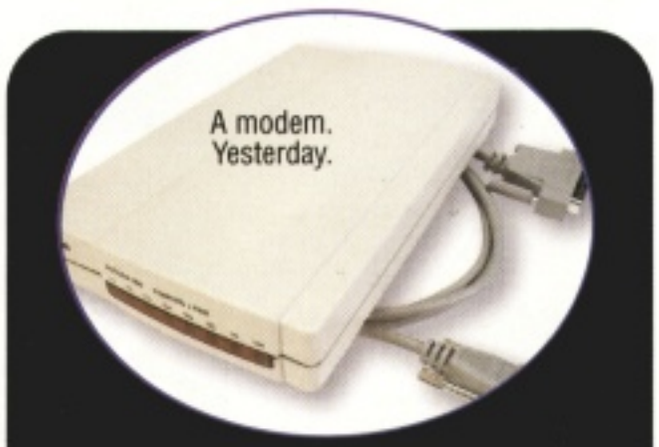
Classic Video Games

Address:
http://www2.ecst.csuchico.edu/~gchance/

If you've picked up the videogame retro wave recently, this site will be of special value. It covers just about every console of yesteryear including such old faves as the Atari 2600, the Colecovision and even Mattel's Aquarius *(I used to have one of them! – Tony)*.

In here you'll find advice on collecting old carts as a hobby, plus lists of software released for each format. It's enough to make you all dewy-eyed and send you off into dreams of VCS Combat, it really is.

If you want to get in touch with us via e-mail, the address is:
splay@futurenet.co.uk
If you're looking to target someone more specifically, Alison is here:
aharper@futurenet.co.uk
And Tony is here:
tmott@futurenet.co.uk



EH?

If all this is making as much sense to you as John Major's foreign policies, let's go back to square one. The Internet is essentially a basis for electronic communication. The particular area we're interested in here is the web site – a place which offers information on a quite preposterous range of topics, from farming to pharmaceuticals to Phillipa Forester.

The most common way of getting on-line is via a PC. You should be able to pick up a decent machine for around £1000 and should expect to slap approximately £150 on top of that for a modem. Oh, and you'll need a free phone line, too. The Internet has no subscription fee, so the only running costs come in the form of a phone bill.

FANTA

To follow up our exclusive news story on this promising title, we reveal its imminent release and a little more besides...

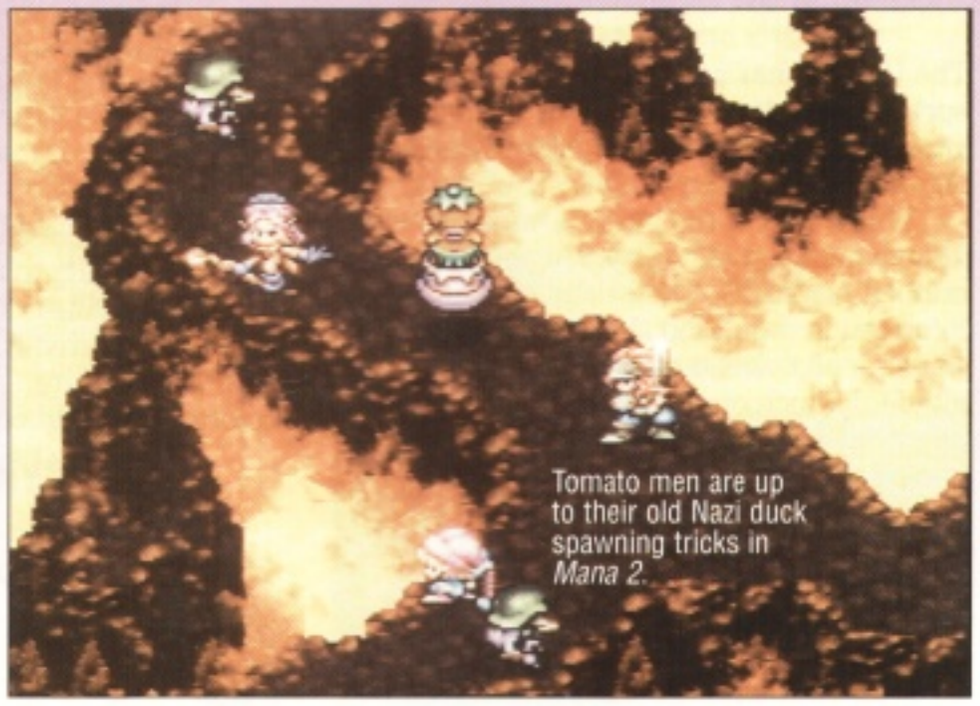
Secret of Mana 2
Square of Japan ● 32 Mbit

***Seiken Densetsu 3* will be released in Japan this September, a little sooner than expected. Indeed, Square's commercial for the game is already airing on Japanese television.**

The seal on the Mana Beast has been broken. As its power seeps into the world, awakening ancient monsters, many interested groups seek a means of harnessing it. The outbreak of war seems unavoidable, and Mana could be the weapon that decides the outcome. But the disruption is causing the Mana Tree to wither away, and the game opens with the four Mana Stones that form the seal being scattered across the world.

Sounds familiar? As the programmers insisted, there is no specific link between the stories or characters of the three games in the *Seiken Densetsu* series. Like the *Final Fantasy* series, however, certain elements are common to all: you may spot a few of them in this preview.

The intricacy of the graphics is remarkable: Square seems capable of raising its own high presentational standards with each new release. The bosses look especially good, and a little more animated than those of *Secret of Mana*. Although some of them seem to take up the entire screen, they're composed of many smaller sprite blocks whose movements give the impression of a living, breathing monster.


Tomato men are up to their old Nazi duck spawning tricks in *Mana 2*.

ALL ABOARD THE SKYLARK!

We all know that Flammie is back, but yet again he won't be at your beck and call until half-way through the story. In the earlier stages of the game you're going to have to rely on the humbler, less dignified modes of transport dreamed up by those jolly programmers at Square...

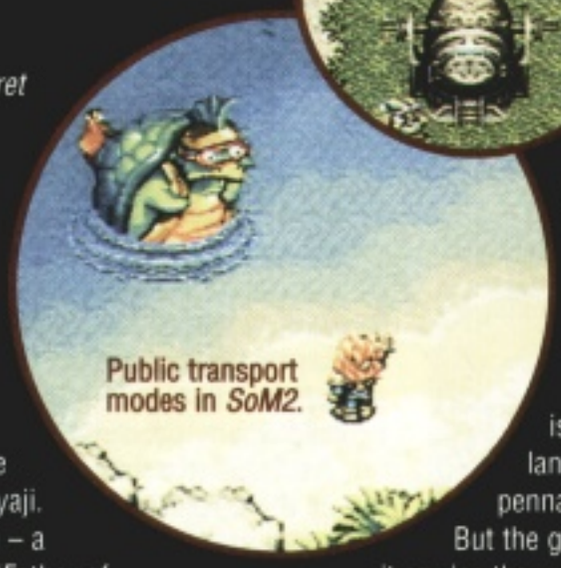
The Super Cannon. A splendid way of getting out and about!

Bon Voyage!

Remember the Cannon Brothers of *Secret of Mana*, and their novel method of getting from A to B via 5,000ft above sea level? If so, did you ever notice that you could very occasionally land on a wasp when fired at Gaia's Navel, squashing it to the ground with a hefty bit of damage? Now say hello to the Super Cannon Mark II.

The man responsible for this welcome return to ballistic travel is once again the Cannon Brother, called Bonboyaji. His name appears to be a Japanese pun – a derivation of Bomb Oyaji (translated as 'Father of Bombs') which should probably be pronounced something like 'bon voyage'.

To travel in the Super Cannon, simply jump in the chamber at the back and let Bonboyaji light the fuse. Then hold on to your britches and hope you find something soft to land on as you're blasted high above the continent in glorious mode seven.


Public transport modes in *SoM2*.

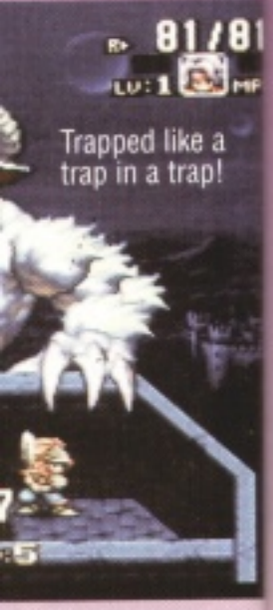
Buu-suka-buu

There are several myths and legends that tell of floating, drifting islands: in reality, these tales were probably a product of early mariners' first encounters with whales. But drawing on that nautical folklore, Square has added a new character to the Mana world.

Buu-suka-buu is practically a living island. You'd easily mistake it for a landmass, perhaps thinking that the pennant on its summit is a sign of inhabitants. But the giant begoggled turtle is so enormous that it carries the red flag on its shell to warn approaching ships, and it's fortunately very agreeable when asked to ferry human passengers across the briny. Aficionados will recall a turtle-shaped island in *Seiken Densetsu 2*: a merchant who sold the highly prized Sea Hare's tail. Maybe you were standing on the back of an ancient Buu–suka–buu after all?

ASY QUEST

by Zy Nicholson



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The strongest characters in each class will be those who adhere to one path, either Bright or Dark. They may not be particularly well-balanced, however. Those who veer from one path to another will lack the discipline to fulfill their potential but they will be better all-rounders from having learnt both aspects of nature.

CLASS CHANGE SYSTEM

Bright Attributes
Honour, Holiness, Healing, Defensive power, Self-strengthening magic, Lawfulness

AMAZONESS

Dark Attributes
Self-interest, Necromancy & Summoning, Destruction, Offensive power, Enemy-weakening magic, Chaos

VALKYRIE (B) → **VANDALS (B&B)**, **STAR LANCER (B&D)**

RUNE MAIDEN (D) → **DRAGON MISTRESS (D&B)**, **FENRIR KNIGHT (D&D)**

The ring menu system has been retained, allowing you to interrupt the action at any time with a command to change equipment or cast magic. It's an effective alternative to menus that allows you to keep the full-screen image unobscured whilst you concentrate on strategy.

The Japanese might be getting this game next month, but how long will we have to wait? Whilst there's no doubt that a US translation will appear, it might seem that Squaresoft USA is having trouble keeping up with its head office. But what's important to bear in mind is that translations require the assistance of Japanese staff who would otherwise be involved in the creation of new games: sparing the manpower is never easy. At present, the decision

Now here's a boss you can grow at home. All you need is some copper sulphate and a jar of solution.

Running on a polished floor is asking for trouble. It does look the hive-insect's patellas, though.

RIESZ

First, a correction: it seems our translation of the spear maiden's name as Lisa in issue 33 wasn't spot on. Tch, katakana, eh?

Let's take Riesz through the class change system as an example. If her first choice is for the Bright side she will become a Valkyrie at intermediate level. Later in the game she will be able to choose whether to become Star Lancer or Vanadis, but not Dragon Mistress or Fenrir Knight.

Riesz in her final Vanadis form, a vision of holy Nordic power...

VALKYRIE (BRIGHT)

The heavenly war maiden of Norse myth who retrieved the souls of slain warriors from the battlefield to take them to their rightful place in Valhalla. In this form Riesz can use the legendary spear Gungnir.

RUNE MAIDEN (DARK)

The Rune Maiden's advantage in battle comes from magic that weakens her opponents. Her weapon is the cruel spear Pain Tooth.

VANADIS (BRIGHT, BRIGHT)

Another name for Freya, the Norse goddess of love and fertility. She wields the True Spear and can heal other party members.

STAR LANCER (BRIGHT, DARK)

Bearing the ice spear Stargazer, the Star Lancer has turned from the Bright side and remains pure but as cold as the stars. Her magic strengthens the entire party.

DRAGON MISTRESS (DARK, BRIGHT)

This form endows Riesz with the powers of one who has bathed in dragonblood. Her Dragon Lance has a thin blade designed to pass between a dragon's impervious scales, whilst her offensive magic includes the ability to summon dragons in battle.

FENRIR KNIGHT (DARK, DARK)

According to Norse myth, Loki's offspring Fenrir (or Fenris) was the wolf who devoured Odin at the end of the world. As the Fenrir Knight, Riesz can summon wild beasts to aid her in battle or halve an enemy's attributes with the magic of Darkness. She carries the mighty halberd called Giant's Spear.

... and Riesz as the Fenris Knight. All mischief and wickedness from having followed the Dark path.

is just as much in the hands of Square of Japan. Watch this column for further announcements.

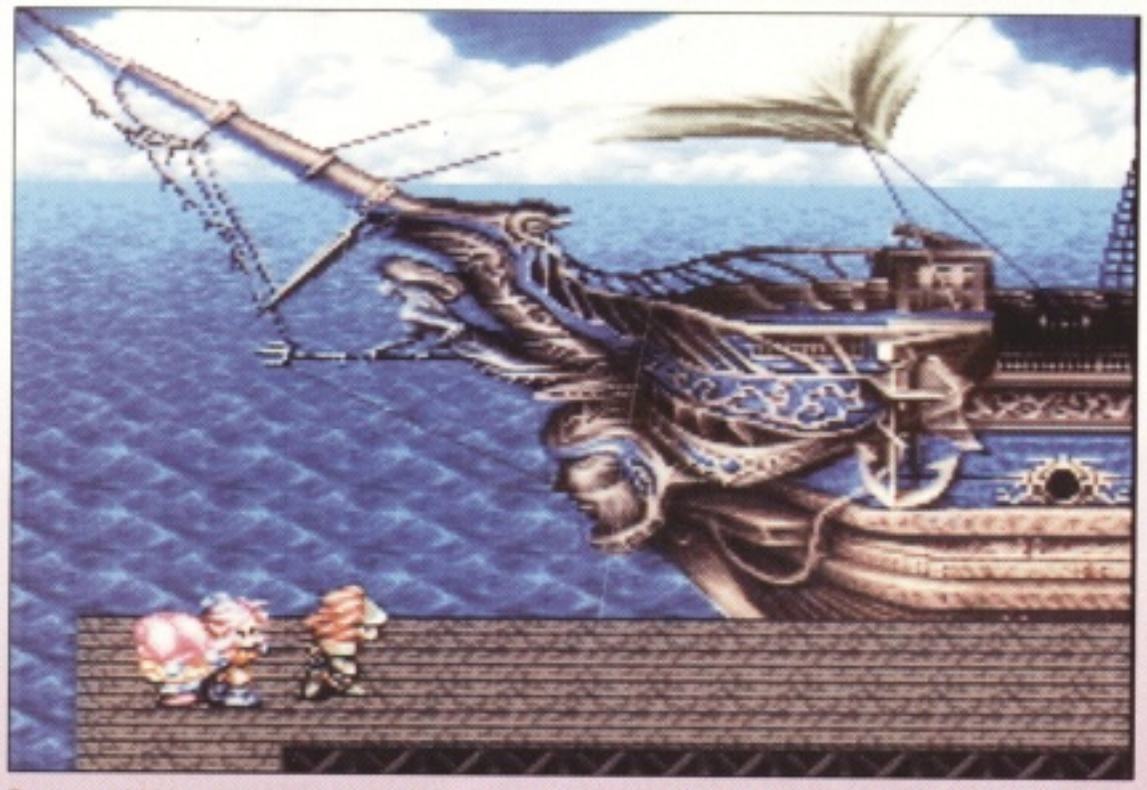
Class Change System

There's a little more to advancement than simply totting up your experience points. During the game, each character is given two opportunities to undergo what Square calls a class change: upon reaching a certain level, they will become more specialised in their particular profession.

At this time you will be able to choose whether they opt to follow the path of the Bright or the path of the Dark. Hawkeye the thief's possibilities will determine whether his advanced skills are those of a Ranger or a Ninja, for example.

Although a class change would appear to make drastic differences to the outlook of your character (see our invaluable 'career alignment chart'), it is not supposed to affect the line-up of your party or the general outcome of the story. You don't even need to reach one of the final four classes to complete the game, so the choice you make is purely up to you.

Below: not since *FFII* have we seen castles this good.



Duran and his colleagues admire the prow of a deliciously intricate sailing ship. But where's the crew? There's definitely something spooky going on here.

MORE ROM THAN GOD

In the spirit of Norris McWhirter, Fantasy Quest can announce a few records being broken on the RPG scene.

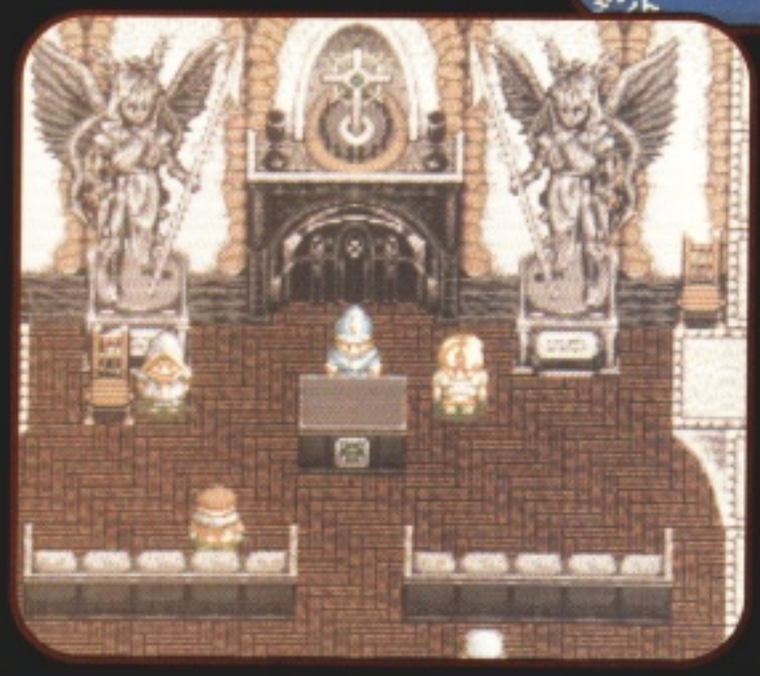
Later this year Namco will release an RPG called *Tales of Fantasia*, which we previewed in *SP29* under the early title *Tale Fantasia*. The size of this cartridge has now risen to 48 megabits, or 6 megabytes, making it the biggest 16-bit game cartridge ever.

One reason for its enormous capacity could be its 'gimmick': the game's characters actually speak when they cast spells, uttering the magical words and incantations.*

A Namco spokesman confirmed it would cost just over ¥10,000 – around the same price as *FF3* and *Chrono Trigger* – to counter suspicions that it might end up more expensive than the Super Famicom itself. Nintendo has already investigated the possibility of 64 megabit carts, although few third parties are likely to make use of it.

Unfortunately, the chances of a Western release are looking smaller and smaller: the task of translating and reprogramming all of the Japanese speech would be a monumentally difficult task.

Final Fantasy is quite evidently an influence on Fantasia's combat menu.



Namco's developers haven't exactly been sparing with the graphics, either.

* You might want to consider the technical opinion of British coders Software Creations, who are currently exploring the sound capacities of the Nintendo Ultra 64. Interviewed by an American magazine last year, they expressed the view that it was possible to fit 8 minutes of speech into 16 megabits of SNES ROM.

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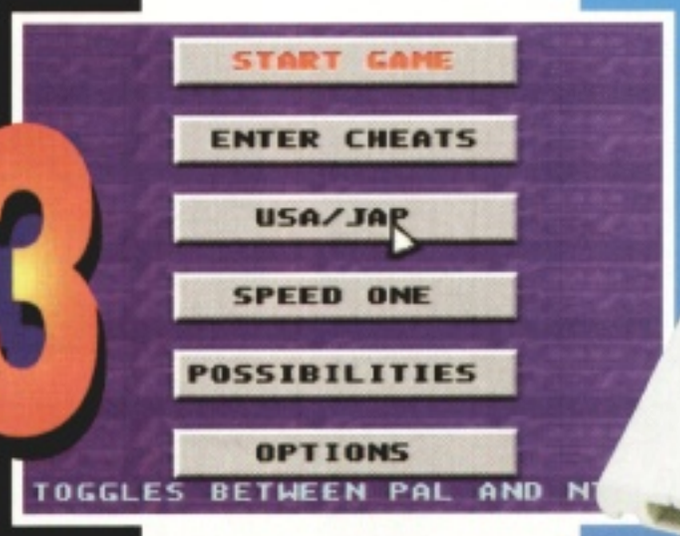


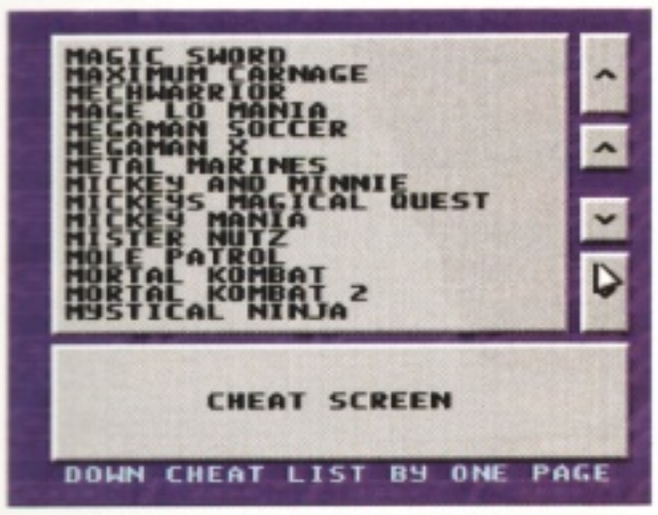
The Action Replay Mk3's main menu screen. A world of cheating awaits!

CHEAT THRILL!

Infinite lives? Unlimited energy? Pah, never. *Super Play* reviewers spurn such extravagances on principle. But that doesn't mean we haven't used one of Datel's peripherals to get more from our games.

Over the years, our Action Replay has revealed sound tests for *Secret of Mana*, secret programmer's levels in *Plok!*, new weapons in *Zombies* and abandoned spells in *FFII*. So we were eager to get an exclusive first look at the new features of the Action Replay Mk 3.

Quite the sneakiest, and most promising, addition to the AR3 is a built-in facility for converting Game Genie codes into Action Replay codes. It means that AR3 users can draw on the entire library of GG codes for use with their peripheral without needing a Game Genie. We chose several games at



Choose from hundreds of cheats already stored in the Action Replay 3 cartridge.

random from the *Super Play* library and converted known GG codes for them: every one worked perfectly on the AR3. It could spell the end of Game Genie sales in the UK.

Action Replay cheats have always been available in abundance because of the device's trainer facility, a built-in RAM searcher which enables any user to discover new codes. The AR3's trainer has been completely revamped, the intention being to make it simpler to use whether or not you understand how the internal memory works. Instead of resetting and checking a list of hexadecimal addresses, you now instruct the trainer with the joypad whilst the game is playing.

Advanced users will appreciate the capacity to 'toggle' groups of codes. For instance, you could keep one code for invulnerability permanently on, but toggle between one power-up and another whilst the game is running. The AR3 can store up to a hundred codes simultaneously.

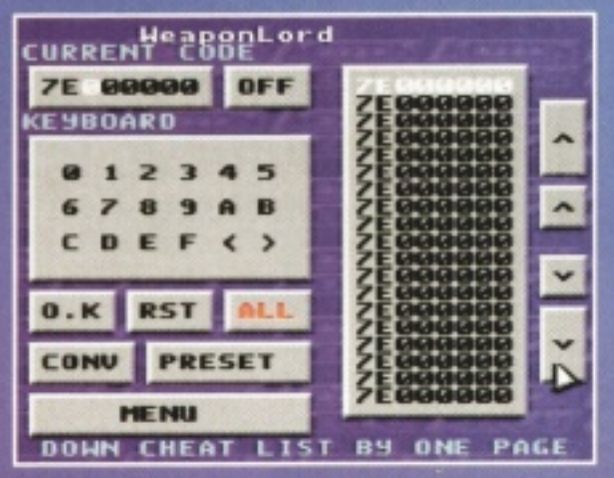
Even if you're a duffer at finding new codes, you could always draw on the hundreds of pre-stored cheats already built into the device. We have to question the validity of some of the entries – does anybody nowadays really need codes for *Jaki Crush*, *Imperium* or *Family Dog*? – but they're not all that ancient.

Besides its cheat code capacity, the AR3 also works as an adaptor for running import games on a UK SNES (and vice versa). Surely the most disheartening moment for anyone who's ever purchased an import game and rushed it home is to be greeted by the official message "THIS CARTRIDGE IS NOT INTENDED FOR USE WITH YOUR SUPER NINTENDO". In this respect the AR3 is currently second to none, overcoming even the latest PAL/NTSC-specific security protection measures on every cart we tested.

One thing that the AR3 cannot overcome is the technical limitation of your SNES. You won't avoid glitches with *Final Fantasy 3*, for instance: the US cartridge is simply unable to run properly on 50Hz European hardware, regardless of your adaptor. It hasn't quite overcome the old problem of erasing battery backup files, either. *Illusion of Gaia* and *Earthbound* worked fine, but *Front Mission*'s saved games were lost every time.

That said, this is without a doubt the most sophisticated cheat cart to date – for any console. That it should also function as the most capable adaptor is reason enough to consider buying one.

Action Replay Mk3
Datel ● Cheat Cart/Adaptor
Price: £39.95
Supplier: Datel Electronics Ltd., Govan Road, Fenton, Stoke On Trent, ST4 2RS
Tel: (01782) 744707



Enter your cheats here. As you can see, we're having a go with *WeaponLord*.

No energy bars? A flaming dragon in Turbo? Turn your cart into a dodgy pirate arcade board with the AR3.

WIN AN ACTION REPLAY Mk3 !!

Thanks to our pals at Datel, we've got hold of five of the all-new Action Replay carts to give away to you lot. To stand a chance of winning one, all you have to do is answer this tenuously-linked brain-teaser. Name the two actors who played the dirty rotten scoundrels in the movie of the same name. Send you answers on a postcard or sealed down envelope to: ***Action Replay comp, Super Play, 30 Monmouth St, Bath BA1 2BW.*** Get 'em in by 7th September.

THE CHARTS

For weekly UK SNES chart updates you can either tune into Digitiser, Teletext page 470, Channel 4 or use your Dad's PC to read the Super Play page on the Internet at http://www.futurenet.co.uk

OFFICIAL GALLUP UK SUPER NINTENDO CHART

1	SUPER INTERNATIONAL CRICKET	Nintendo	SP33 77%
2	SUPER BOMBERMAN 2	Hudson Soft/Virgin	SP21 91%
3	SUPER RETURN OF THE JEDI	JVC/Virgin	SP30 79%
4	JUNGLE STRIKE	Electronic Arts	SP33 83%
5	MORTAL KOMBAT 2	Acclaim	SP24 90%
6	FEVER PITCH SOCCER	US Gold	SP32 78%
7	INT. SUPERSTAR SOCCER	Konami	SP30 92%
8	WWF RAW	Acclaim	SP27 84%
9	DONKEY KONG COUNTRY	Nintendo	SP27 90%
10	STARWING	Nintendo	SP7 93%

ULTRA 64 WISH LIST CHART

Compiled by rumours and a little foresight.

1. FINAL FANTASY VII — Squaresoft
2. SUPER MARIO GALAXY — Nintendo
3. ULTRA MARIO KART — Nintendo
4. ULTRA DOOM — Squaresoft
5. STREET FIGHTER III — Capcom
6. PILOTWINGS 2 — Nintendo
7. STARFOX X — Nintendo
8. ULTRA CASTLEVANIA — Konami
9. KILLER INSTINCT 2 — Nintendo
10. ULTRA WINNING POST — Koei

OK, so we've taken a few liberties here, seeing as Nintendo haven't even announced any Japanese Ultra 64 (Ultra Famicom) developers yet. But hey, this is a wish list. *Killer Instinct 2* and *Ultra Doom* are definitely on the way, and can you see Nintendo not giving the new machine its own *Mario*? The most popular rumours around at the moment are about *Final Fantasy VII*, which is supposedly going to launch the Ultra in Japan in December, and *Starfox X*, which has taken over from the rumoured cancelling of *Starfox 2* on the SNES. The most probable game of all these here? Why it's got to be *Ultra Winning Post*!

35 ISSUES AGO NOSTALGIA

Compiled by looking it up.

1. SUPER WWF WRESTLEMANIA — LJN
2. SUPER SMASH TV — Acclaim
3. LEMMINGS — Sunsoft
4. THE ADDAMS FAMILY — Ocean
5. SUPER CASTLEVANIA IV — Konami
6. F-ZERO — Nintendo
7. SUPER TENNIS — Nintendo
8. FINAL FIGHT — Capcom
9. SUPER SOCCER — Nintendo
10. UN SQUADRON — Capcom

Ahhh, those were the days. Almost three years ago now. In Japan, the SNES was coming up to its first birthday and it seemed like great games were cropping up on weekly basis. But hang on, have things really changed that much? *Wrestlemania* was No.1 in '92 and *WWF* is back again in '95. Elsewhere, *Super Soccer* has been replaced by *International Superstar Soccer* and we could well be seeing the return of *Castlevania* in a few months time. With the recent release of *Addams Family Values* and the up and coming *Final Fight 3* it's almost like being back in those heady days of '92. Now, if only Nintendo would announce *F-Zero 2*.

JAPANESE CHART

Compiled by Famicom Tsushin and Wil Overton.

1. SUPER BOMBERMAN 3 — Hudson Soft
2. PACHINKO — KSS
3. DERBY STALLION III — ASCII
4. CHRONO TRIGGER — Squaresoft
5. SUPER NAZO PUYO — Banpresto
6. SANKYO FEVER — Den'z
7. MR. DO! — Imagineer
8. SIM CITY 2000 — Imagineer
9. RUIN ARM — Bandai
10. NICHIBUTSU ARCADE CLASSICS — Nichibutsu

It's all change in the Japanese charts this month, with the new rubbing shoulders with the bizarre and the nostalgic. The popularity of Hudson Soft's *Bomberman* seems to know no end, but then again, neither does the Nippon fascination with *Pachinko* and video game horse-racing. Expect to see the RPG scene pick up in the next few months with Enix's *Mystic Quest* due to be released at the end of July and, of course, *Seiken Densetsu 3* from Square in September. Then there's *Yoshi's Island*. Due in Japan on August 8th, it can't but help going straight to the top of the charts.

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TOP SNES SOFTWARE

Earthbound	US	£Call	Ogre Battle	US	£Call
Final Fantasy II	US	£58.00	Putty Squad	UK	£42.00
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Illusion of Time	UK	£43.00	Secret of Evermore	US	£Call
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CASTLEVANIA: VAMPIRE'S KISS

Do vampires really kiss? 'Cos it must be really awkward, what with those fangs and everything.

UK Release

Game: Castlevania: Vampire's Kiss
Publisher: Konami
Developer: In-house
Price: £59.99
Release: Sept 8th
Players: 1
Cart ROM: 16 Mbit

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Castlevania: *Vampire's Kiss* will stalk onto the SNES game market to mixed receptions, I feel. Those familiar with the series will get this home and set it upon a plush red velvet cushion, safe in the knowledge that they're getting a long overdue instalment of a series which has earned it a rock solid reputation among its considerable number of devotees. The unitiated, on the other hand, may just find it too individualistic for comfort, but we'll come to that later.

As was said in last month's preview, because this is more or less a conversion of a PC Engine CD-ROM title, the SNES just isn't allowed to be let off its leash, technically. Apart from the obvious lack of juicier bits (Mode 7 stuff, mainly, which the original had in fat slices), it's Richter Belmont's weapon-handling which is immediately disappointing. His heroic ancestor Simon was able to power up his primary weapon to two extra strengths, lash it upwards to get at baddies moving on overhead platforms, and even spin it around like a conker on a bootlace. These techniques appear to have been lost in the passing of time (in perhaps the same way ver kids today can't, like, read or rite proper no more) and young Rick has just the one strength of whip and just the one type of whip attack – a straight lash in the direction he's facing.

Instead he excels in the use of magic and weapons other than his whip. The collectable weapons vary in behaviour and effectiveness while the finite-use magical attacks generally give smart bomb-type effects. Together these add up to a diverse array of actions which, while never quite making up for the whip-wielding limitations, make for a powerful combination.

There's an uneven feel to the game's appearance which, again, must be attributed to the impositions of it being a conversion. The first level, for example, opens out against a terrific shimmering fire backdrop while later levels are set against drab sections of wall and rock. But it has also gained from being based on a fine game: like the PCE version, there are different ways of getting through the game, and the game's ending changes depending on which route you've taken. A very groovy touch.

The most inventive parts of the game involve confrontations with bosses. My fave has to be an early feller, a huge bat which, when hit, breaks up into a flock (or 'swarm' – no-one 'round here seems to know the collective term) of little ones. The behemoth-type thing which chases you in the first level is impressive, too, and it's not even a boss character.

I was rather hoping for a better soundtrack than what's on offer, though. In general, the tracks are

The first boss is a three-headed panther thing. Give 'im a bit o' boomerang.

You've got to trust your instincts when you come across this fellow. Just don't panic.

Later levels require pixel-perfect jumps. Expect to be frustrated during these bits.

Vampire's Kiss is packed to the gills with action. These are just a few of the key areas.

The bat boss – one of the game's best. The drawbridge will be a welcome sight to vets.

This is the route you'll take beneath the castle if you mess up in an earlier section.

Konami In Standard Platformer Component Shocker! Spot the collapsible platforms?

more upbeat than the former game, and not nearly as rich or extravagant. There are some clever remixes of some of the original's tunes but I can't see the game generating a stack of spin-off CD soundtracks in the way *Castlevania IV* did.

As a platform game, *Vampire's Kiss* presents fairly unforgiving gameplay. You can't look at it alongside *Prehistorik Man*, for example – Titus' game has a more My First Platformer feel to it, while Konami's example exudes good old-fashioned sensibilities. And it has charm because of it – there are hard bits in here that you'll only get through by dedicated pad-bashing, and never by the game compensating for itself and offering you an easy option.

As well as learning magic, the Belmontster has added a new move to his repertoire. Double-press the jump button and he performs a dramatic backward flip to either get out of trouble or reach otherwise unreachable platforms.

It's perhaps one for hardcore gamers, then. It's not a particularly fast-moving game, it doesn't delight within mere minutes of play, and in many ways it's a regressive step, considering *Castlevania IV* appeared in 1991, yet it holds more surprises than the 1995 instalment. But it has plenty of the stuff I look for in a good game. A couple of innocent young buxom villagers wouldn't have gone amiss, but then you can't have everything.

● **Tony Mott**

WEAPON LORD

A whip is all well and good, but to dispatch the undead in any kind of style you'll have to look out for extra weaponry. It's never been clear why exactly it is that candleabras in *Castlevania* conceal all things good, but this they most definitely do. Whip 'em down to find extra weapons (all of which have been laid bare here) and hearts, which add to your weapon-use tally. Each weapon has a standard attack mode and a 'Crash' attack – each using up a different number of hearts.

The dagger is your earliest pick-up. It's not that powerful, nor does its Crash Attack cover a huge area.

The axe travels in an arc, and features a rather splendid effect when you loose off a Crash Attack.

Being a boomerang, this one returns when you throw it. Its Crash clearly follows the axe's lead.

No-one seems to like the potion – it's a bit slow. But, a Crash Attack that makes it rain. We like that.

The pocketwatch allows you to slow time for a limited period. Or Crash it to get a temporary barrier.

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● Tony Mott

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CASTLEVANIA IV: A TRUE CLASSIC

As one of the first third party games on the Super Nintendo, *Castlevania IV* – or *Super Castlevania IV*, as it became known in the UK – complemented the likes of *Super Ghouls 'n' Ghosts* and *Actraiser* in providing early proof of just how powerful Nintendo's new machine was.

It wasn't without faults, of course – it's a game that provides very few thrills when you start out playing, getting interesting only after an hour or so of play – but it oozed with graphical effects never before seen in a home video game. Entering one room, for example, you quite innocently lashed hold of a centrally positioned fixture to suddenly find the entire room rotating around you via corky Mode 7. Other levels demonstrated similar effects, calling on you to leap between enormous Mode 7-generated swinging chandeliers and traverse a pattern of platforms inside a spectacular rotating drum-like room.

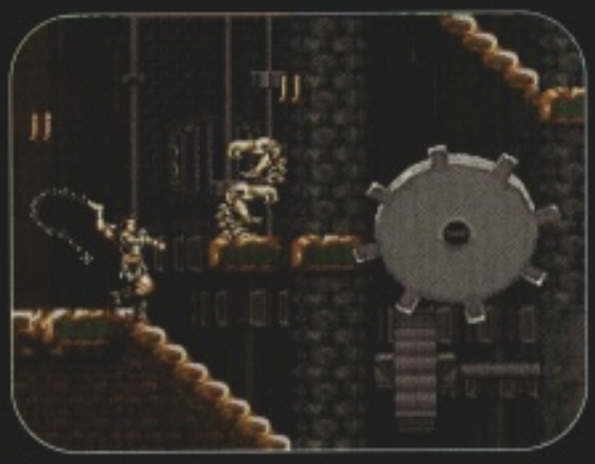
And we couldn't talk about *Castlevania IV* without mentioning its musical score. It's fabulously atmospheric, with intricate, classically styled themes that set off the gothic visuals perfectly.

This really is one oldie worth scouring bargain bins for.

This stream burbles and changes its direction.

The world-reknowned Mode 7 chandelier.

Walls hold hidden objects, like roast chicken (?)



Kiss has a level very similar to this coggy bit.

An entire level for your viewing pleasure. We hope you enjoy its splendour and finely crafted window frames.

CASTLEVANIA'S BLOODLINE

Just as the Belmont family itself has a lengthy lineage, so does the game series, going all the way back to 1986.

Although the series is a well-known one, there are a few titles which many Westerners won't have seen.

The MSX version, for example, is one instalment not released over here, and the *Castlevania* coin-op *Haunted Castle*, is likely only to have been played by die hard arcade fans – it wasn't a big hit, having to compete with the likes of Sega's *Alien Syndrome* and Taito's *Operation Wolf* for coinage.

The details below are based on US release details unless otherwise stated.

1994	**Castlevania: Bloodlines**	Mega Drive
1993	**Dracula X**	PC Engine Super CD-ROM (Japan only)
1991	**Castlevania II: Belmont's Revenge**	Gameboy
1990	**Castlevania III: Dracula's Curse**	NES
1989	**Castlevania Adventure**	Gameboy
1988	**Haunted Castle** **Castlevania II: Simon's Quest**	Coin-op NES
1987	**Castlevania**	NES
1986	**Dracula** **Legend Of Dracula**	MSX2 (Japan only) NES (disk) (Japan only)

CASTLEVANIA: VAMPIRE'S KISS

Konami

GRAPHICS	SOUND	GAMEPLAY
89%	84%	79%
GAMELIFE	**OVERALL SCORE:**	**80%**
78%		

VERDICT: Not what *Castlevania* fans will necessarily expect – or even feel they deserve – but a solid addition to a very fine series of games nevertheless.

It's as American as cupcakes, Twinkie bars and Mom's apple pie – but what's that faint odour of sushi?

Alas, the same can't be said for those swirling backgrounds.

American Release

Game: Earthbound
Publisher: Nintendo of
Developer: Ape
Price: £62.95 (approx)
Release: Out Now
Players: 1
Cart ROM: 24 Mbit

My disclaimer: this isn't an easy game to describe, let alone score. The style and flavour of *Earthbound* is so oddball that it's likely to divide gamers – even RPG fanatics – into two camps: those who think it's the best release since *FFIII*, and those who can't abide it. If you don't dig the Smallville USA kitsch from the start then feel free to halve the rating at the end of this review.

Imagine Little Computer People – the Roleplaying Game. Throw in a bit of dialogue from a Sierra adventure, some 8-bitty graphics and a text menu system and you'll begin to get the vibe.

And then we come to the turn-based combat system. Oh dear. The only thing moving on screen is the increasingly

A game that lets you bash in figures of authority? Times have changed for NoA.

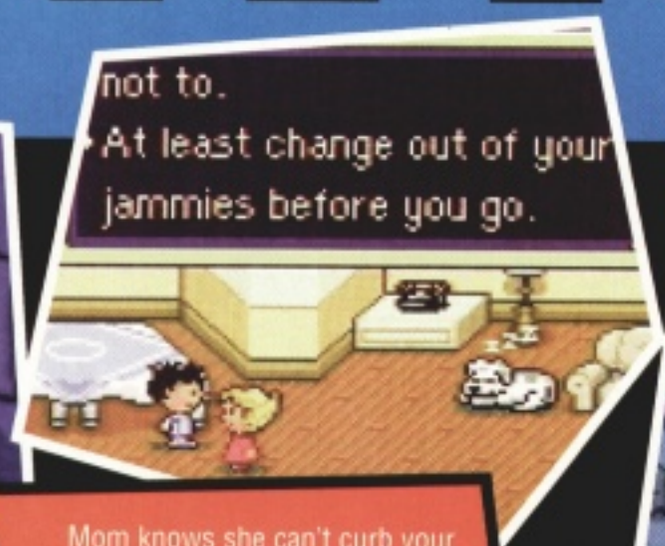
Everdred: thief, park guardian and honorary Furry Freak Brother.

EARTHB

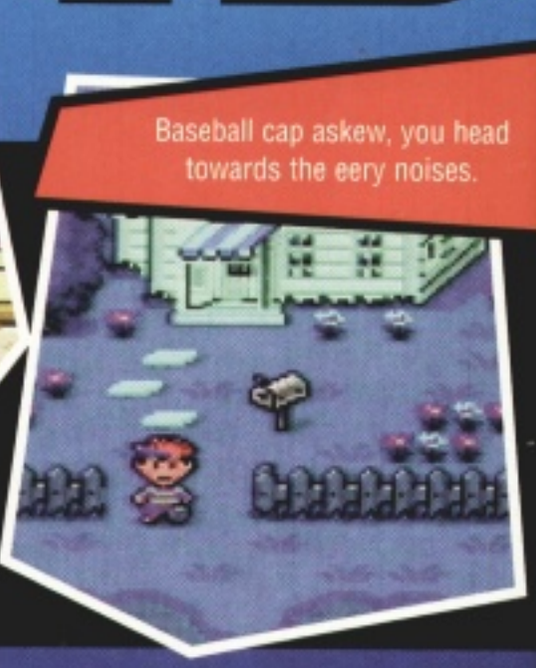
IN THE BEGINNING

The following story is true. Only the names have been changed to protect the innocent. Your adventure begins in the sleepy suburban backwater of Onett, Eagleland...

Your slumber is disturbed by the crash landing of... a meteorite?



Mom knows she can't curb your curious nature. Off you pop, then.



Baseball cap askew, you head towards the eery noises.

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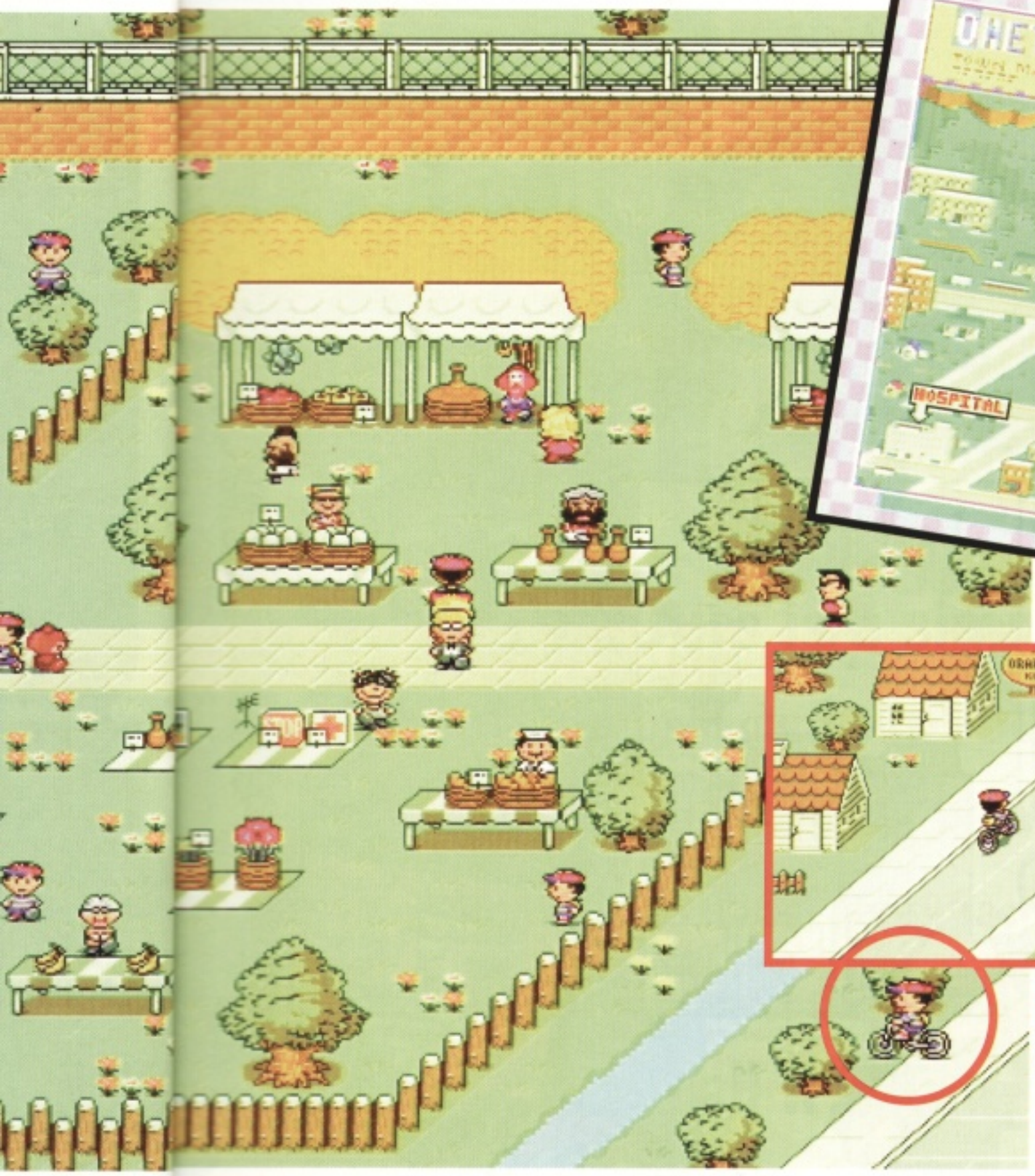
freaky psychedelic backdrop, with your attacks and their success being described to you as text and numbers. I haven't used my ZX81 in years but I'm pretty sure I could duplicate the engine using BASIC.

But the story... Zoiks, I don't know where to begin. Alien invaders, psi powers, towns infested with zombies, corrupt police and a religious cult obsessed with the colour blue. And it's all

supported with simple but atmospheric music that's a must for the stereo speakers (including what must be the videogaming world's first Dub



Use the X button to find your way. Onett library will lend you a map: your bloated face tells the rest.

The trusty wheels – takes you back to *Paperboy*, doesn't it? Sniff, sigh.

B OUND

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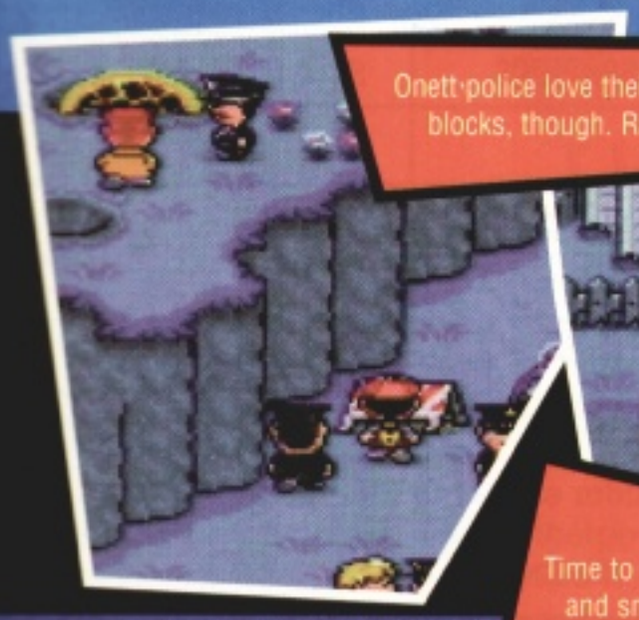


Onett police love their road blocks, though. Rats.

Time to enlist some backup and sneak onto the site.

Uh-oh, what's that emerging from the light...?

FIGHT!

hospital). Perhaps you begin to appreciate my dilemma: between the crusty presentation and the cheesy battles, there's a deep-pan Hawaiian pizza of an RPG.

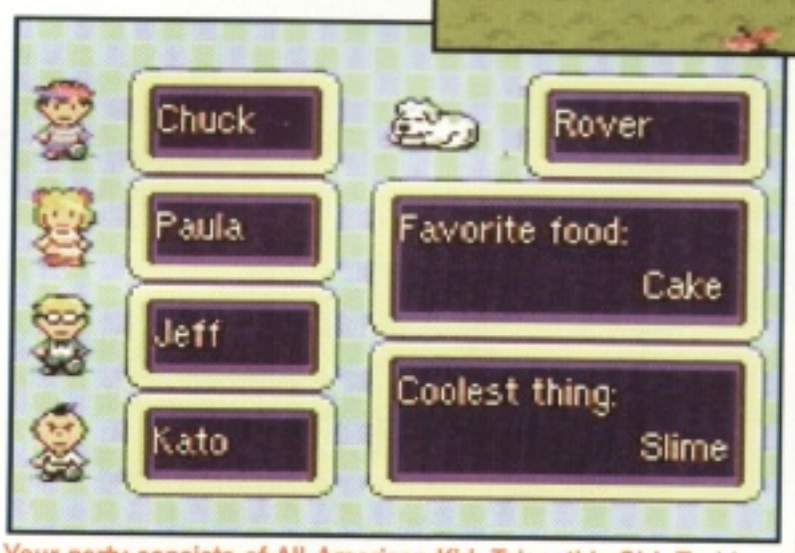
Okay, for the size of the cart I'd like to have seen a game of *Pong* working on at least one of the Onett arcade machines, or perhaps a coin-operated telescope on the seafront. I was sort of expecting a little more interactivity with the objects of the world as well as its people. No such luck.

There's not much character to the members of your party, either. You're more Link than Locke, a Middle American Everykid who drifts through the adventures like an observer, talking to others without actually saying anything yourself.

But there are more ideas here than you'd find in all of the *Might & Magic* games put together. I'm not sure of its replay value, as it's a bit like watching The *Phantom Tollbooth* movie for the first time, but if the nature of the game doesn't immediately put you off then those bizarre moments have to be experienced.

Earthbound: an All-American RPG that could only have been written by the Japanese.

● **Zy Nicholson**



Your party consists of All-American Kid, Telepathic Girl, Techie Nerd and Karate-chopping Eastern Prince. Rover has a bit part.

Bet you never knew that Stonehenge was a UFO supply base? Oh, you did.

FAT FRANK'S ARCADE

Nowhere is safe in *Earthbound*. Even popping down the road for a pizza, you run the gauntlet of upsetting a local street gang called the Sharks.

A newspaper headline prompts you to look

The arcade? Frank's hoodlums hang out there...

It's Frank, alright. Make him eat baseball bat.

POSTMODERN

Despite the blatant Americana of 'Eagleland', where the adventure is set, *Earthbound* is actually a translation of the Japanese game *Mother 2*. As you might guess it's the highly successful sequel to an NES game, although the graphics and combat haven't advanced significantly.

In his formative years, creator Shigesato Itoi was heavily influenced by American pop culture. *Earthbound* contains pastiches and tributes to everything from pulp science fiction to The Brady Bunch.

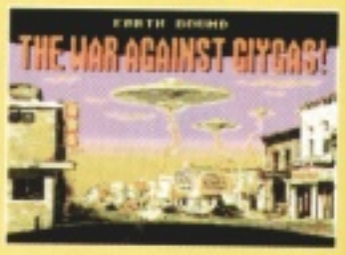
What's remarkable about the story is its use of techniques that deliberately intrude on the illusion of roleplaying to remind you that you're simply playing a video game. Not cruelly or destructively, but in a knowing way that suggests the designer is as fanatical about these games as the players. In 2005 they'll be discussing *Earthbound* on The Late Show, just you see.

If you get stuck, buy a hint from this man. But hasn't he borrowed his consultant's booth from Lucy in the *Peanuts* cartoons?

The in-game photographer drops from the clouds periodically to capture that special moment for the end sequence.

Don't go into the big tent – the floor's probably still covered in sticky zombies. Just don't ask, okay?

EARTHBOUND
Nintendo



GRAPHICS	SOUND	GAMEPLAY
42%	85%	82%
GAMELIFE	**OVERALL SCORE:**	
69%		88%

VERDICT: An RPG that's very much more than the sum of its parts. If you've got the patience to suffer its cruder elements then prepare to be boggled: there's simply nothing like it on the SNES.

AT LAST!

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(no, honestly)

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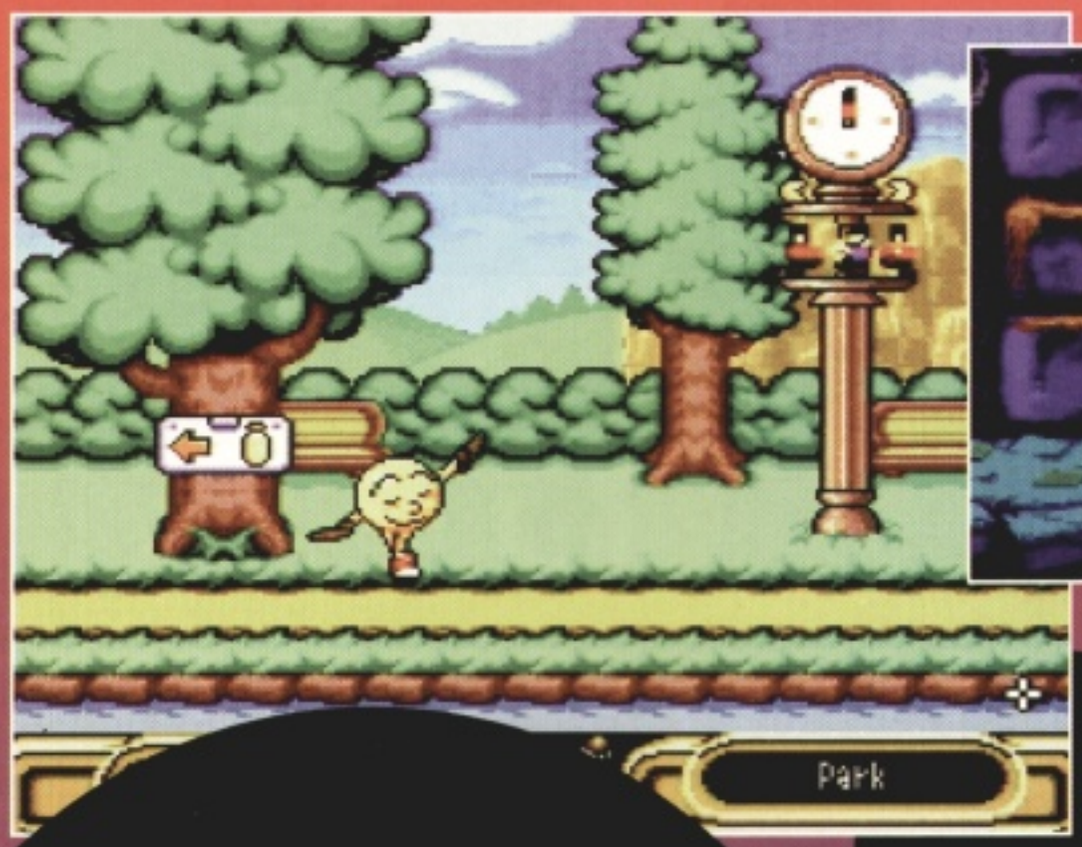

Set your sights on the musical clock to start it playing. Nothing cheers up Pac like a good jig.

Depressed, in despair: you can't get Pac to do anything when he's this miserable. And that falling coke can won't help any.

Keep drawing this leaky hydrant to Pac's attention. His anger uncovers a new area.

PAC-THE NEW

Not many videogame heroes can resemble a cracked tennis ball for fifteen years and get away with it.

American Release

Game: Pac-Man 2 – The New Adventures
Publisher: Namco
Developer: In-house
Price: Ask your importer
Release: Out Now
Players: 1
Cart ROM: 12 Mbit

You know, it's been a long time since I swore so much, so heavily and so explicitly at my TV. The joypad got thrown across the room countless times and my SNES came close to a booting when the little yellow git started giving me grief. I've just had a run-in with an archetypal videogame character, and I don't think I've recovered from the experience yet.

Namco's claim that this is an "interactive cartoon" isn't completely out of line: the animation is plentiful, the music is pure Tom & Jerry and, appropriately enough, Pac himself falls victim to all manner of sadistic violence in the course of his adventures. The simple interface allows you to trigger events on screen with your catapult or draw specific items to Pac's attention, and the clever little obloid does the rest. If it was complete tosh, I probably wouldn't have cared about what was going on. But not so – it involved me, entertained me, even surprised me on occasion.

So that when I found my attempts to influence events in the game were not always successful, I became deeply frustrated. The animation, for example, often commits Pac-Man to several seconds of predetermined actions that you just

Maybe I shouldn't have disturbed that hornet's nest.
And I was slow to stop Pac swinging into that billboard.
Those muggers are lucky Pac's in a good mood today.
Left: "Faster, Pac! Faster! Ride faster! Fas-" [crunch]..
An untimely opening of the door, methinks.

CHEERING FOR BLINKY

Forget the traditional challenges and rewards offered by the unhelpful manual. As with *Kid Klown*, the most satisfying moments are those in which Pac meets a gloriously sticky end. Evil ghosts, tumbling boulders and curmudgeonly contraptions of death are all thankfully working towards this goal wherever you lead him.

You cannot run. You cannot hide. It's Inky, Blinky, Pinky and Clyde. Hey, that rhy– *[leave this office at once. – Ed]*.

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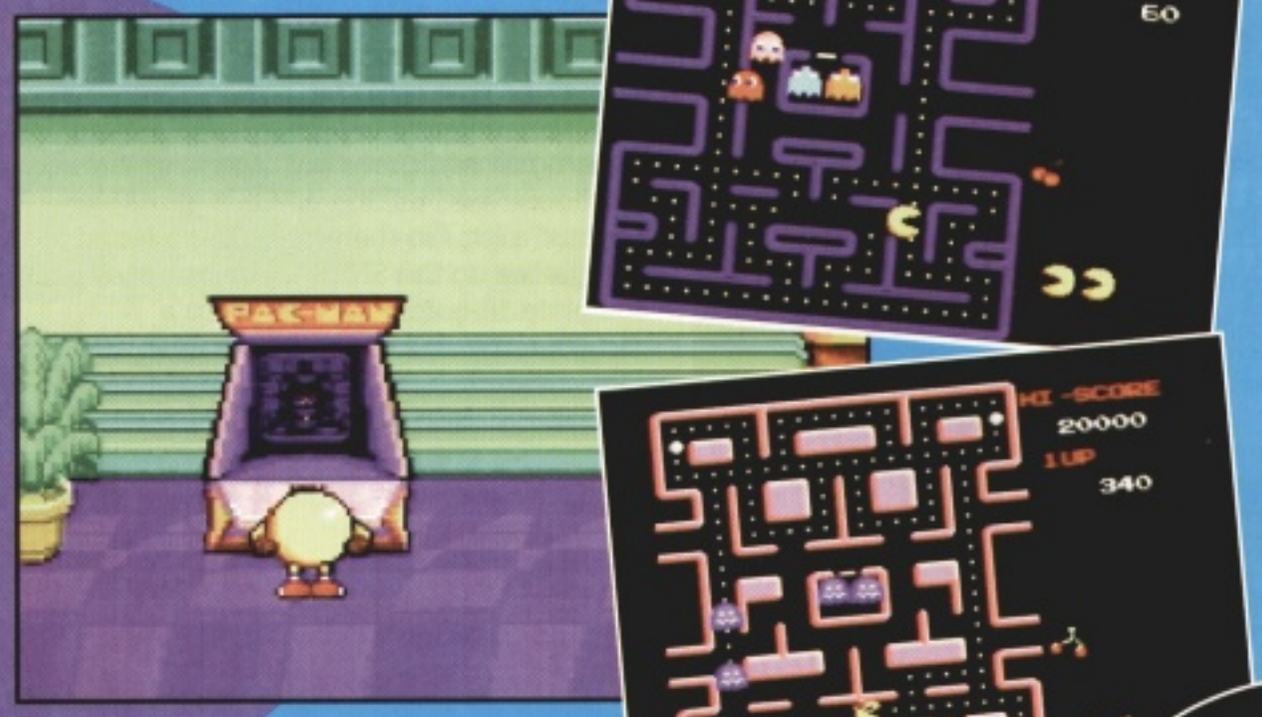
TEN BOB AFTERNOONS

Namco's reputation in the arcades of yesteryear has certainly held the company in good stead. Now SNES players can be reminded of those halcyon days when credits were a shilling a throw and Frazzles were the crisps of choice, as a reproduction of the original *Pac-Man* from 1980 can be found within the game.

In addition, there are three hidden parts of game cartridge to collect. Piece them together and you'll be able to play the genuine 1982 sequel, *Ms. Pac-Man* – although where Pac-Man's going to pick up an Atari 2600 to run it on is anybody's guess.

So what's different about Ms. Pac-Man? Accepted wisdom pointed to the bow on her head as the gender differential, but now that her game has returned to the public eye we can discern the red lips, the eyelashes and an oft-ignored beauty spot or mole that precurses Madonna and Cindy Crawford. Fascinating.

Pac-Man, in *Pac-Man 2*'s arcade, playing *PacMan*. This is too heavy.



Okay, they don't look much today but when I were young blah all fields blah...

PAC-MAN 2
ADVENTURES

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have to sit and watch no matter how many times you've seen it before. Secondly, Pac-Man is sensitive to his surroundings and can pass from misery to unconfined joy within the space of a minute. His willingness to follow your suggestions depends on that, and it's not long before you find your attempts to control him fail because he's not in the right mood. Amusing once or twice, perhaps, but eventually it will dawn on you that you're not actually exercising much control over the proceedings.

Worst of all are the auto-scrolling sections, where you simply watch, wait and remember when to hit the right button for the scene to continue. Miss your opportunity and it's back to the beginning of the level, all over again, from the top, with no restart points, until you've cracked it.

Namco's traditional high standards ensure that it's all beautifully executed, but the concept itself is deeply flawed. It may seem like an interesting departure from the standard platform game at first, but it's ultimately less playable for it.

The inclusion of full versions of the original *Pac-Man* and *Ms Pac-Man* games might convince you to look at this cart anyway, and I've bumped up the overall score because of the hours I spent basking on the shores of Nostalgia Bay. Just don't play it after a heavy meal, for heaven's sake.

● **Zy Nicholson**

Faster, Pac! Faster!
er! Fas-" [crunch]..

ntimely opening of
he door, methinks.

Has anybody ever used a rake for gardening, rather than slapstick?
Below: can our hero reach the rope above the conveyor belt?
Nope, guess not.
Now, I *could* make Pac dodge what he's seen...
...but oops, I just didn't get it together in time.

PAC-MAN 2
The New Adventures
Namco

GRAPHICS	SOUND	GAMEPLAY
84%	85%	58%
GAMELIFE	OVERALL SCORE:	
65%		70%

VERDICT: If you're short-tempered or impatient, AVOID. But don't worry if you aren't, because you'll soon begin to demonstrate these fine qualities after a weekend with *Pac-Man 2*.

It's meant to be a sport, right, but they buy little electric cars to drive around in to stop themselves getting too exhausted. Clots.

WORLD MASTERS

The girl players wear those awful baggy black trousers which seem to be the fashion at the moment.

UK Release

Game: World Masters Golf
Publisher: Virgin
Developer: Arc Developments
Price: £TBA
Release: October
Players: 1 to 10
Cart ROM: 16 Mbit

While I'd be thrown into prison for so much as attaching a satellite dish to the front of my house, it seems it's okay for fat businessmen to turn acres of our countryside into golf courses so that other fat businessmen can treat their 'clients' to 'a few holes' before 'running some figures past them' in 'the clubhouse' and talking on their 'portable phones' a lot. I'm therefore a huge fan of golf games on the SNES. They can pack a complete 18-hole golf course into a cartridge the size of some sausages, and our woodland friends can sleep safely in their ancestral nests.

World Masters Golf, though, actually contains four courses. This gives it a clear advantage over the one-coursed *Pebble Beach Golf*, which was previously my favourite golf game (I've gone off *Irem Skins*, and I've never liked *PGA* – too slow-moving and not atmospheric enough).

Once you've picked a course and stepped up to the first tee, you'll be shown an aerial view of the hole before finding yourself presented with the usual 3D view of the terrain ahead. This appears commendably rapidly (these things can often take ages to draw, gnawing at your consciousness with each second that passes), but the result doesn't look as attractive as the view you get in, say, *Irem Skins*, and isn't properly 3D like *PGA*'s. It's also completely useless for aiming your shot, so you flip to the overhead map view where, by moving a cursor around, you can not only pick the right direction to aim in but also find out exactly how far it is to the point you're aiming for. Then it's back

Here we're told that our 'shot' has gone '9' 'yards'.

A tree.

TAKE AIM

The object of golf, is, of course, to get the 'ball' in the 'hole' using your 'club'. Here's how it's done.

1 Oh dear. But this 3D view is clearly no use – you can get it to show you where the hole is if you want, but making complex calculations involving the wind and things is impossible.

2 So we flip nimbly to this overhead view. Here we can see that we're aiming for an awkwardly thin bit of fairway, and we need to hit it 131 yards.

3 Back to the 3D view again. Actually hitting the ball is down to the usual 3-press system – once to start, once for the power, and once more to get it to go straight.

4 The camera then tracks the ball in a variety of ways, including one rather disconcerting looking-back-at-it-as-it's-moving one.

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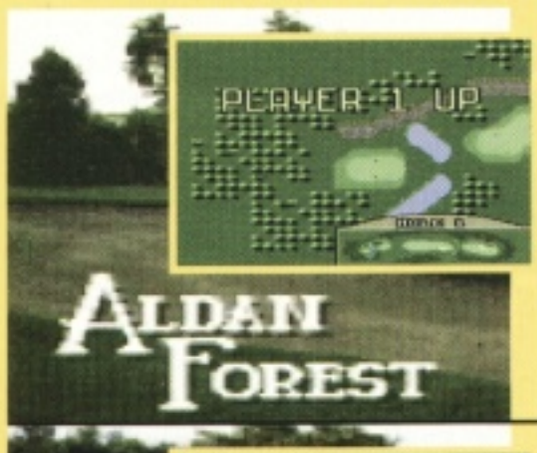
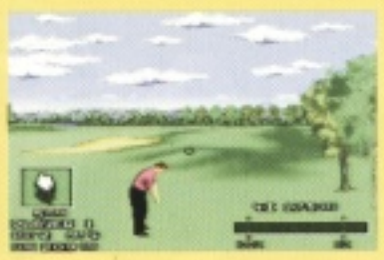
A tree.

FOUR COURSES

Here's a golf game that doesn't do things by halves...





Alden Forest, for example, has lots of trees in it.

Cranfield Lake is blessed by numerous lakes.

Marston Beach is on the beach.

And Victoria Plains is quite plain.

to the 3D view to take the shot using the normal 'three press' power bar system. Going backwards and forwards like this doesn't do much for the atmosphere, and seems a touch scientific, but it works perfectly acceptably.

Presently you'll find yourself on the putting green, and facing what's probably the least satisfactory area of *World Masters*. Instead of the smooth undulations of *PGA*, the game goes for a largely flat green with raised areas on it, *Irem Skins* style. These raised bits are also flat on top, but with steep sides. It all looks terribly artificial, and you can find the ball rolling back down the sloping bits at you in a way that would never happen in real life. And, once or twice, I found myself with 17 yards to the hole, and one of the steep bits in the way, except the power bar only went up to 20 yards, which, even at maximum power, wasn't enough to get the ball up the slope and into the hole, so I had to take an extra shot. Bah.

There are a few other miniscule problems (fr'example, it tells you whether the ball's going to land in the water or wherever before it's actually landed, ruining the suspense somewhat; and it doesn't tell you how much over or under par you are for a each individual hole once you've completed it; and the before- and after-game presentation is rather sparse) but, by and large, *World Cup Masters* is a polished and enjoyable golf game. My favourite on the SNES, I feel.

● **Jonathan Davies**

Time for a cheap joke, methinks.

An artificial lake with an artificial tree beside it.

S GOLF

The camera then tracks
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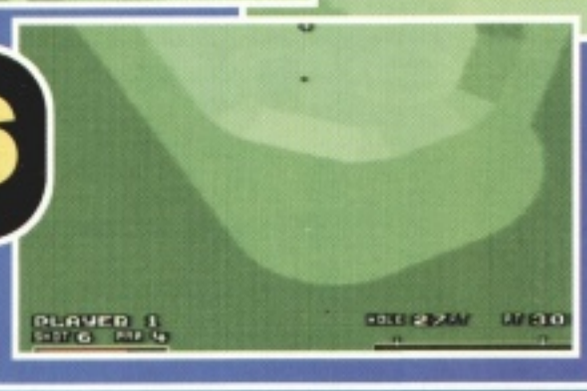
Well, nearly.

5

(Some time later...) Right, we're on the putting green and, as you can see, it's rather a strange affair.

6



7

We nevertheless triumph once again.

WORLD MASTERS GOLF

Virgin

GRAPHICS	SOUND	GAMEPLAY
79%	74%	85%
GAMELIFE	OVERALL SCORE:	
80%		80%

VERDICT: By no means perfect, but wholly entertaining, and probably your best bet golf-wise on the SNES.

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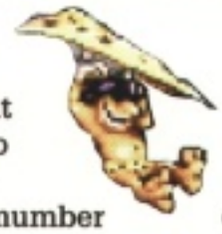
This me, Prehistorik man. Camera not catch me at good moment.

This me in tree – hey, there one, two, three... er, lot of me. Ugu?

Prehistorik gameplay too, but that's not actually a bad thing...



It's obvious that a great deal of work went into *Prehistorik Man*: toil, sweat and an awesome number of man-hours that make me veer far too close to that trusty reviewer's phrase 'polished'. Several ideas are clearly lifted from *Super Mario World*, but as they're some of the better ideas I don't begrudge it. Flying sections, multi-purpose weapons, prehistoric vehicles, even some 'ugg ugg ugg' caveman speech – Joe and Mac may have been here and back and, er, here again, but they never did it with such panache. And all in eight megabits, too. Good stuff, certainly.

But.. but... but... it's just not *brilliant*. And if you're going to come up with running, jumping platform adventure no. 9,957, it really ought to be. Not that they haven't tried: here and there you'll find pleasing animations, cleverly hidden (and thus rewarding) bonus areas, and some rather nifty visual effects courtesy of the SNES custom graphics chip. The P-Man himself handles exceptionally well, even when you switch to using odd methods of transport, and you'll surprise yourself with some of the stunts you find you can perform.

Then the level graphics start repeating, and you begin to notice the annoying bits. Like the way your Marioesque L/R glance-around buttons don't always let you see quite far enough in some places, so you still have to make a leap of faith to search for the next part of the level. Or the way that your weapon button is also your dash button, leading to far too many unfortunate club-related incidents when innocently shifting your grip on the pad. It won't take you too long to finish either, and that's unfortunate because the desire to see what's on the next level provides at least half the impetus to continue.

So unless you're an emissary from the Planet NoGames, and you just happen to be on Earth researching the addictive technological innovations central to current terrestrial leisure culture, *Prehistorik Man* isn't our primary recommendation.. It's the perfect example of good solid wholesome family platform fun, but... but.. but...

● **Zy Nicholson**

UK Release

Game: Prehistorik Man
Publisher: Titus
Developer: In-house
Price: £TBA
Release: Imminent!
Players: 1
Cart ROM: 8 Mbit

PREHISTORIK MAN

Titus

GRAPHICS	SOUND	GAMEPLAY
80%	72%	80%
GAMELIFE	**OVERALL SCORE:**	**76%**
55%		

VERDICT: A decent and – oh, alright then – polished platformer all the way that doesn't rely on gimmicks or licences. But where's the spark?

Me have boingo stick – can't stop boinging – meat disaster approaching...

PREHIST MAN

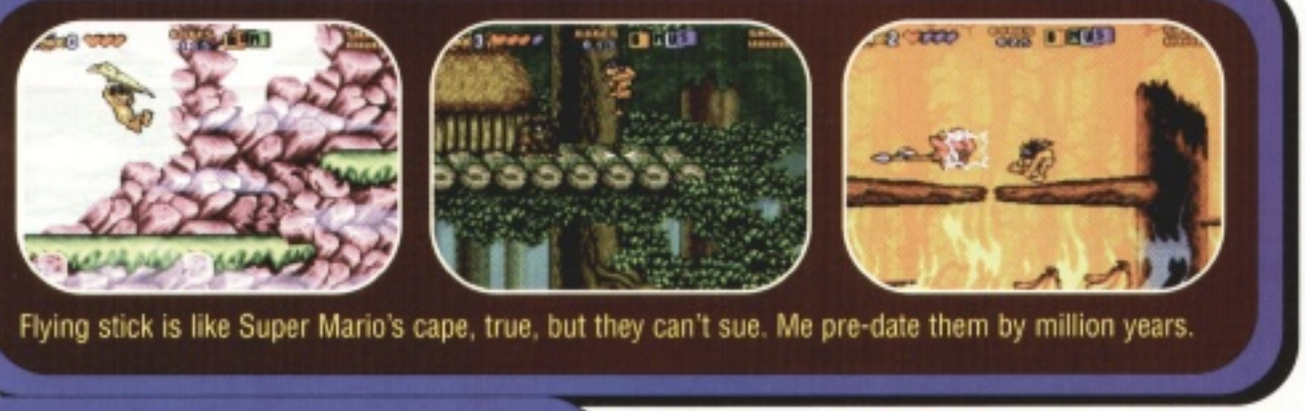
More food. Not 'plainin', but why so many Euro games have food as collect-me fings? Coders must be starving thin types, ugu.

ZOWIE, CAVIE!

There is, to use a technical phrase, LOADS that the P-Man (as they've called him in Japan) can pull out of his furry sleeves. And we don't mean the traditional but irrelevant ledge-teetering, yawning-when-joypad-is-left antics that software houses make so much of.

Plenty of scaleyskins in this adventure, but me sorted. Big heavy stick. Don't leave cave without it.

Me said 'SHOUT ATTACK CAN SCARE THE HIDE OFF A LION'. Savvy?



Flying stick is like Super Mario's cape, true, but they can't sue. Me pre-date them by million years.

Me look for hidden eggs to get baby snapper missiles. Me take big risk, keeping them in loincloth.

Johnny Weismuller? Me teach him everything he knew, lovey.

Puzzles, bog. Fortunately, advanced neanderthal brain has solution.

Uh-oh, tribal elder not impressed by sofistikated forest lighting. Maybe cos I forget mission.

Spider lifts useful. But must repress urge to flatten them with big stick, hurk hurk.

See? Handed to me on a jawbone. Insult to pro hunter-gatherer like Prehistorik Man.

T ORIK

SAY, YOU REMIND ME OF YOUR BROTHER

Typical of the alarmingly slack approach of *Dragon View* are the repetitive townsfolk. You'll marvel as you travel hundreds of game miles only to find exactly the same people offering nonsensical advice.

Perhaps they really are the same people. Perhaps it is a colossal jape on you, and they have motorbikes, or something.

It was a time of... aaarghh!

SCENE: "The Sixth-Floor Nest", the most expensive booth in Shooters, the novelty restaurant built around the theme of the Kennedy assassination. Reviewer waiting for date. Pulls awkwardly at tie of DJ. Nose is broken with copy of Mexican Whistler by R (L) Whittaker. Resolves to take out joke in final draft but forgets. Date arrives. Ravishing French girl. Reviewer rises.
REVIEWER: Miss View.
DATE: Dragon, please.
(Catcalls from readers, but reviewer is 100 words in and committed. Presses on.)
REVIEWER (gabbling nervously): May I say you're looking lovely, apart from the abysmal 3D cross-country sections between the game bits proper; almost entirely bereft of landmarks, so demanding constant, intrusive referral to the map, yet with far too many trees and bushes to get stuck behind, and so many wandering monsters it's possible to build up a comfortable level of experience simply by waiting to be attacked? (Gestures to waiter dressed as Officer Tappett.) Aperitif?
DATE: Whatever you recommend.
REVIEWER: Two Magic Bullets, please.
WAITER: We've only one.
REVIEWER: That and a Wacky Jackie then. (Steeples fingers. Addresses Date.) Why not tell me a little about yourself? No, wait. Let me guess. Charmingly rum French RPG, blandly Americanised, right?

Plot hampered by ludicrous narration technique telegraphing everything – for example, preceding an animation of Master Qunos hobbling over to the hero with a tediously large chunk of text saying, in essence, "Master Qunos hobbles over to the hero"? Farcical back-and-forth commands as characters tell you to find other characters who direct you back to the original characters who, it transpires, had temporarily forgotten to give you a vital object? No sense of unfolding story – you're left to find out entirely for yourself where to go next, without, for instance, pointers on the map, so it's extraordinarily easy to lose the thread between games? Yet, madly, a lock put on exploring as you'll without doubt suddenly come across a hugely more powerful foe and get slaughtered? At least the fighting is good old hack and slash instead of being turn-based.
DATE (coyly): You flatter me, monsieur.
REVIEWER: But, wait, the perspective's a bit off, isn't it? And that's annoying when you have to start jumping across gaps. (Gestures to waitress dressed as Governor Mrs Connolly.) I think we're ready to order. I'll have the Duck Jack Duck.
WAITRESS: With potatoes?
REVIEWER: Please.
WAITRESS: And you, madame?
DATE: What's the Triangulated Crossfire?
WAITRESS: It's a pudding aflame,

DRAGON VIEW

Who lives in the middle of a continent of ice, in a cave with nothing but a large rock. Apparently.

A WANDERING MINSTREL, I

The variety of flora and fauna of Keire is amazing. Each part of the island has its own look (snowy, for example, or unpleasantly swampy). Here are just a few of the things to distract you when you're in the forest.

madame. I fear the other waiter has given you the wrong menu. I'll have the maître d' shoot him three times then cross in front of the car and shoot him again. Might I recommend the Jack Ruby Roast? Carefully irradiated for a fuller flavour. Thank you. The floor show is about to start.
REVIEWER: The worst part is, there's a great deal to your game, Miss View. True, it's nothing outstanding, but there's enough slightly pallid *Zelda* rip-off entertainment to make the absurd flaws even more nauseating than were it hideously dull and unplayable. Like the prequel. I mean – no maps in dungeons? Indecisive collision detection? Getting injured in the explosions of dying monsters? I mean – jiminy.
DATE: You big lug.
REVIEWER: You femme fatale, you.
(They embrace to the sound of a professional Kennedy impersonator getting his head shot off.)

● **Jonathan Nash**

Ahh! Young love.

US Release

Game: Dragon View
Publisher: Kemco
Developer: Infogrames
Price: £59.95
Release: Out now on import
Players: 1
Cart ROM: 16 Mbit + BB

DRAGON VIEW

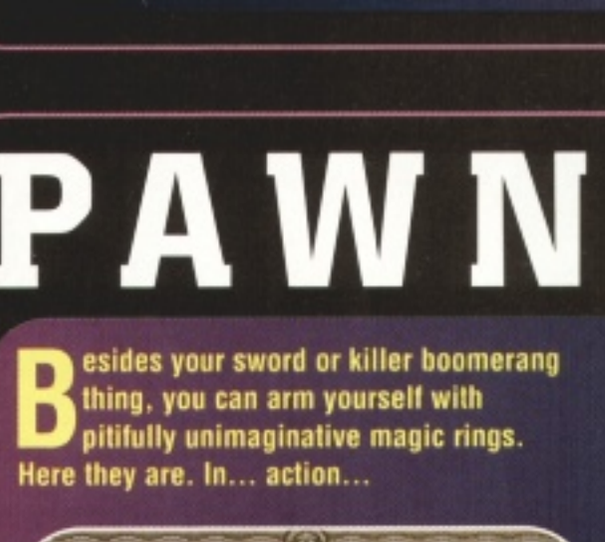
Kemco

GRAPHICS	SOUND	GAMEPLAY
60%	65%	70%
GAMELIFE	OVERALL SCORE:	68%
50%		

VERDICT: An infuriatingly entertaining RPG awàsh with compounded minor flaws. It improves vastly once you're about a quarter in and have found all the short-cuts and magic stuff. Perseverance, as in life and abominably moral cartoons, will pay off.

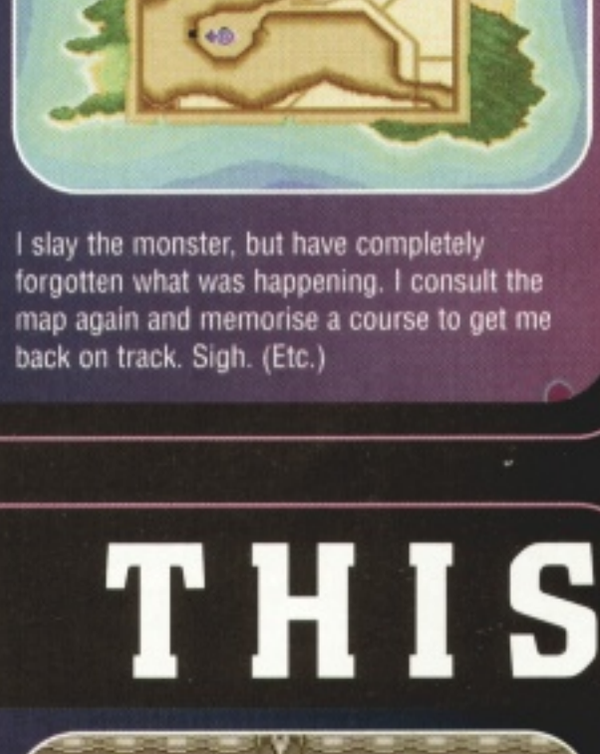
TRUST ME, I'M A WOODSMAN

Moving between castles and caves is a chore. Instead of, say, a sensible slightly-overhead view, *Dragon View* thrusts its excruciatingly impractical 3D at you and gives it a wiggle on the plate as if alive. Follow me as I attempt to cross a few miles of open country.



I consult the map. A clever idea of the game's is that you can travel anywhere, but each map you receive charts only a specific part of the island. Phew – I have the map I need, and memorise a course.

I slay the monster, but have completely forgotten what was happening. I consult the map again and memorise a course to get me back on track. Sigh. (Etc.)



A wandering monster attacks me. To show off, the programmers make the screen go misty. It is only slightly less baffling than appears in the screenshot.

PAWN THIS

Besides your sword or killer boomerang thing, you can arm yourself with pitifully unimaginative magic rings. Here they are. In... action...

By the power of Greyskull!

Sure we had a go at helping you out last month, but *noooo*. That's not good enough for you, is it? You want to be taken by the hand and lead through the creation of an entire park. Oh *aaaalright*. Here's the complete *Theme Park* masterclass.

THEME PARK

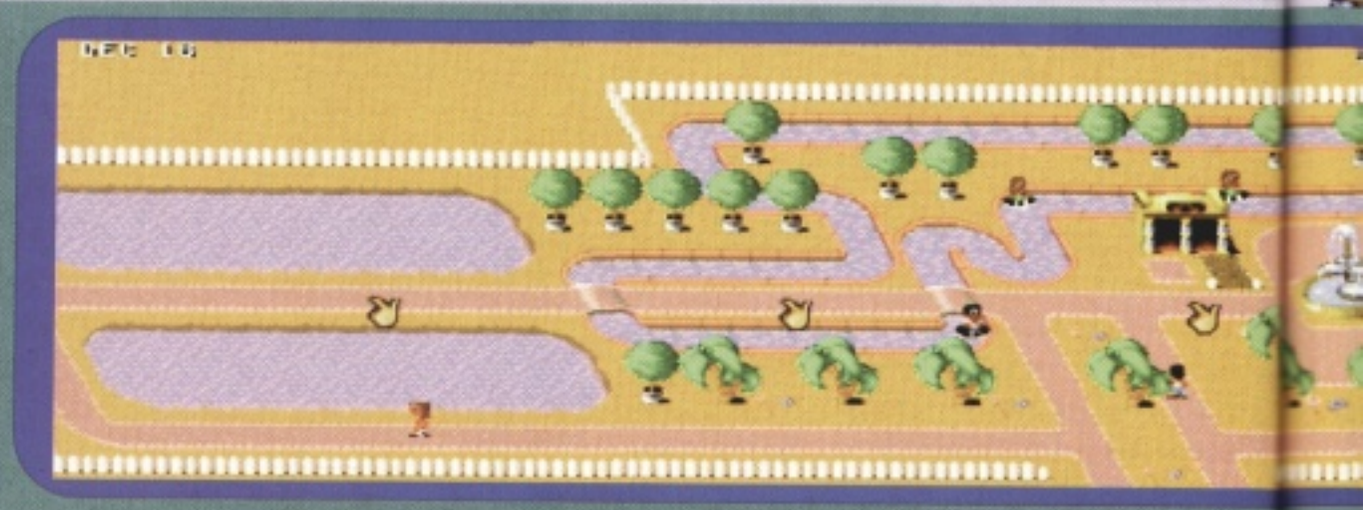
PART TWO – MASTERCLASS

THE INFINITY METHOD

As practised by the man himself, Peter Molyneux...

Start out by building a loop around the edges of the park. Don't join up the horizontals at the base of your layout, near the entrance. What you're trying to do here is split the people coming into your fairground into two different directions, and create a route they can take through, without missing anything with only minimum confusion. Don't place the vertical paths to the far left or right, instead leave some space so that you have room to expand, outwards. Take the initial loop only half way into the park, allowing for your big rides at the back.

Yes, if you keep master the art of *Theme Park* using this and last month's guide, you'll win every time!



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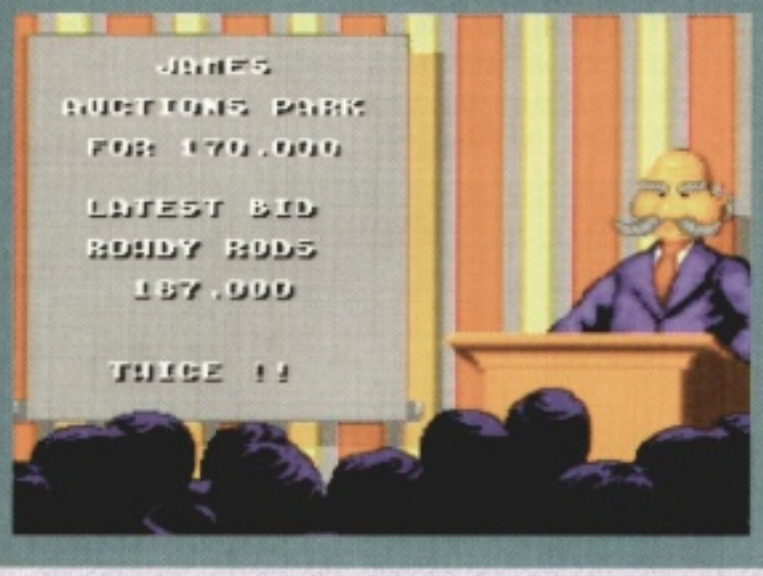
ENJOY THIS TRIP!

If you fancy a bit of trouble making, you could try this trick. Build a monorail, then wait until the fools are tempted by its bright colours and jangling sounds. As they approach don't let on what you've got in mind. Avoid making eye contact and make sure you have selected the track building option.

Then, when they board and draw close, hit the delete button and they'll get thrown off. Bouncing along horrifically and then disappearing for all time... presumed dead. Nintendo, what were you thinking? You took out the toilets and the bullies, but kept in the gratuitous murder.



Auction the park when you think you can exceed the starting price.

Put entertainers into queues to keep the impatient people happy.

THE SECOND GENERATION

When your first loop is booming, you can consider tacking on a second, taking it from the edge of the vertices. The only way this loop will work and attract customers, however, is if you position an absolutely killer ride right at the top centre. The monorail isn't that great an option here... we just put it in because we thought it looked nice.

STOP THE CLOCK

Loads of things stop time dead... and the park-goers freeze too. You may not know this but so long as you keep the cursor moving, everything but the screen area shown stands still! So never feel bad about tracking round the park just looking for stuff or checking for smoke signals.

YOU WANT FRIES WITH THAT

Always place the coke stall by the fries. In hotter nations you can make even more dosh off the salt-thirst equation. Set it up and whip it!

SHOP-AHOLICS

Always place a gift shop by your best rides. The tat they sell themes itself according to the nearest ride and don't forget that when people come off the rides they are at their most excited and therefore most likely to shell out on branded T-Shirts and other such junk.

POP-TASTIC

Balloon stores should always be placed near the gates since purchases are most likely on the way in or out.

PUT IT THERE, BUDDY

Place the queues into the rides on the nearest side to the entrance on the base pathway. That way when exiting the ride on the other side of the stall, the guest is less likely to retrace their steps. They'll just yomp around to the next ride.

H2 WHOAAAAH

Five interesting things you never knew about water.

1. Your guests are not equipped with galoshes or water skis, so if you position tube rides or ponds beside paths, the punters will be stopped from wandering willy-nilly. Trap them and steal their money!
2. The best water rides have loads of corners and are surrounded by trees. Comme ça.
3. Deserts are hot places... surprise, surprise. So always make sure there are plenty of liquid refreshment opportunities on levels like Kuwait (Pictured here). Ice cream is also a winner.
4. The Dolphin Act, or any other act for that matter, is ideal for positioning near food stalls as it gives the little chappies' stomachs a much needed chance to settle down.
5. Don't skimp on the features since this is an easy way to gain prestige at the end of year ratings and keep park-goers happy. The fountain is pricey, but if you regard it as a medal of achievement for a park well done, it shouldn't sting so much.

SUPER PLAYER'S GUIDE
JUNGLE STRIKE
THE COMPLETE SOLUTION Part Two

Have you still got your chopper parked up the creek? Then go and get it, and pray fly this way...

M.I.A.
Grant Foster: FACEMAN
Recruited from a local arcade, every mission is a game to him. He was last seen off the coast of South America.
PRESS START TO EXIT

CAMPAIGN FIVE
SAN PULOSO CITY

Password – WSQ4D8YK0R#

Mission one – UN Rescue

Locate and blast the civilians free and airlift them to the safety of the UN supply of trucks.

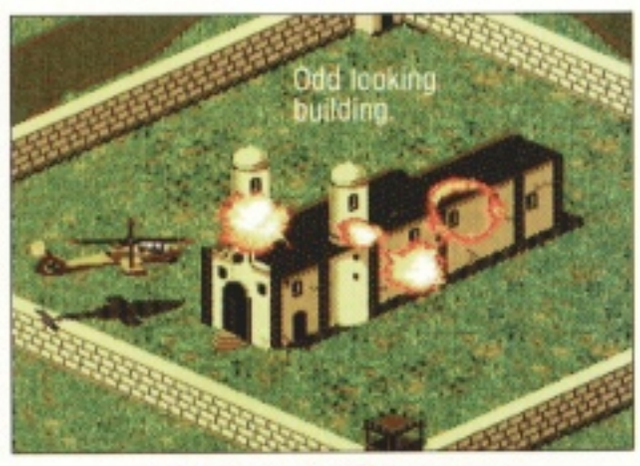
There should be enough rescuable hostages to keep your armour topped up sufficiently. If you are running out of ammo or fuel, then you could always try blowing up some of the buildings. Also make sure that you nab the extra life in the buildings to the north.

559515 points, two lives, and raring to go...

Mission two – Drug Plant

Seek the Drug Lord's plants, destroying the drugs and processing equipment but rescuing the friendly scientists.

Okey dokey.



Mission three – Counterfeiting

The Drug Lord is running an international counterfeit operation in his new downtown buildings. Stop the presses permanently. Right you are.

Mission four – Power Grid

Short out the power grid and destroy the transformer towers to take down the power to the downtown labs.

Avoid the Danger Zone by approaching the power grid from above. Gun down the power lines, and reap ammo from the building to the north.

Bomb this giant chocolate cake immediately.

Mission five – Armoured Cars

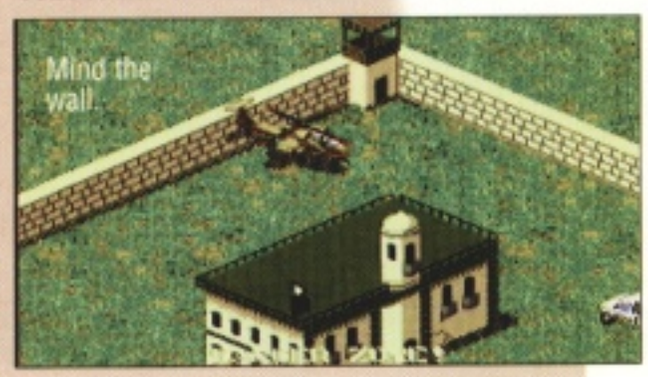
Blast the two tall labs to flush out five armoured cars.

Head for the ex-counterfeit hide-out to find the labs and flush out the cars, then sprint south and land your chopper next to the police station. You will be given the assault cycle, which is rather disappointingly easy to get the hang of. Track down the cars, and use Hydras to dispose of them asap.

Mission six – Detonators

Use the cycle to stop at least four of the armoured cars, then swipe the nuclear detonators.

As with the hovercraft, banging into anything too fast will destroy it. So make especially sure that you slow down to collect the detonators.



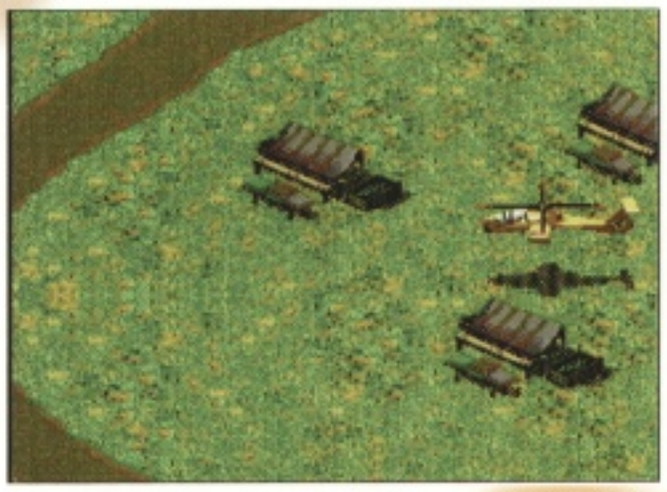
Mission seven – C4 Explosives

Peel open the armoury and swipe what you need. Reclaim your chopper, head for the warehouse, let the MLRs feel the force of your Hydras, chain-gun the building and bag the plastic explosives.

Mission eight – Drug Lord's War Room

Drop off your copilot to set the plastic explosives charges at the Drug Lord's war room, keeping the area clear of enemy weapons to assure his safe escape.

Destroy the lorries patrolling the war room, land and wave ta-ta to your co-pilot, shoot the reinforcements, pick up your co-pilot again and scarper, pronto.



What on earth are those? Shoot them anyway.

CAMPAIGN SIX SHOW FORTRESS

Password – 8PZ84F88HOS#

Mission one – Wild Bill

Wild Bill is being held prisoner in a nearby icy prison camp. Rescue him and at least five other POWs.

Before you get a-POW-saving, you'd better open up the landing zone to the left. Fire at the igloo, and grab the goodies from the surrounding huts. Don't forget – when it says rescue "at least five" POWs, it does of course mean "you'd may as well do all of them ready for when you have to top up your armour." Remove the towers from around the edge of the camp, then bag Bill from the hut next to the two towers in the middle of the camp. Help yourself to some armour.

Mission two – Radar Sites

Knock out the three radar sites.

Quick about it. Grab the armour from beneath the northern-most radar truck (careful not to blow it up), watch for the M1 Battle Tanks, and avoid straying too far into the fenced area and inadvertently drawing attention to yourself.

How they can possibly call that 'Art' is a mystery.

Mission three – Missile Depot

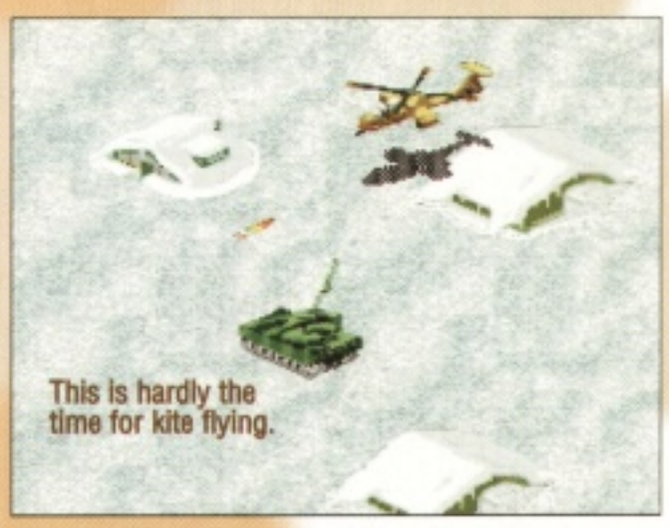
Blast open the five missile depots and destroy the missiles.

It is imperative to rid yourself of the radar site before you even breathe in the direction of the missile depot. Chain gun down the towers, missile the M1s, blast the sheds, and k-boom the missiles.

Mission four – Soviet General

Rescue the Soviet weapon specialist.

A-ha.



Mission five – Launchers

Hunt down and destroy the six missile launchers.

Okay?

7. FORTRESS
UNDERGROUND FORTRESS CONCEALED BY SNOW DRIFTS
7. THE DRUG LORD HAS BUILT AN UNDERGROUND FORTRESS IN THIS SNOW-COVERED MOUNTAIN. LOCATE AT LEAST FOUR SUB-LEVEL CHAMBERS AND DESTROY ANY WEAPONS.
HFIRE 5
HYDRA 34
GUNS 702
ARMOR 1000
FUEL 55
LOAD 0
LIVES 3
SCORE 667000
Y map X mission A status

The underground fortresses are very easy to find.

Mission six – Power Lines

Knock out the enemy's sub station and four power towers to cut the power to the underground complex and shut down the air ventilation system.

Destroy the radar site to the north-west of the main power plant before laying siege on the pylons and tanks. There should be armour up for grabs here if you look in the little hut, and an extra life up and right a bit.

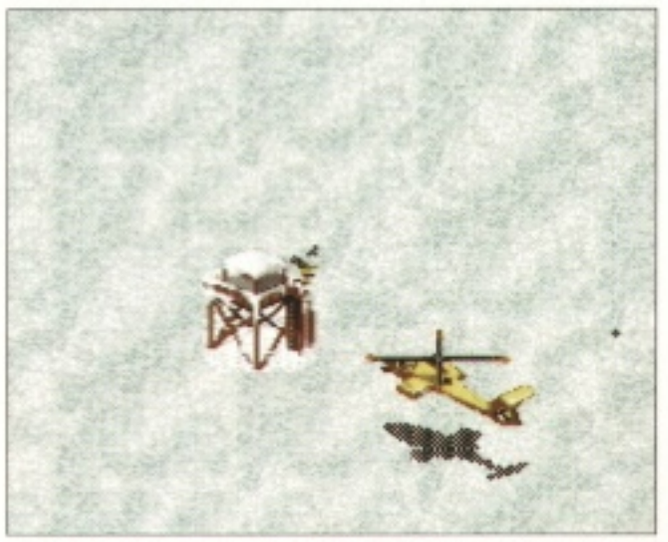
Here's one. See it? Over there.

Mission seven – Fortress

Locate at least four of the secret chambers.

You may as well take both this and mission eight (locate the four nuclear warheads) at the same time. Root out the helicopters without hesitation, then get down to it. Hopefully not too much stress.

Yellow's not a particularly clever colour for a 'copter.



Especially in these snowy conditions.

Mission eight – Warheads

The madman is hiding stolen soviet nuclear warheads in the underground sectors of the snow fortress. Locate at least four of them and reel them in. Phew.

CAMPAIGN SEVEN RIVER RAID

Password – WQMVNT86YOMT

Mission one – F-117 Stealth fighter

Locate the secret airstrip, clear the area of enemies, expose the stealth and take control.

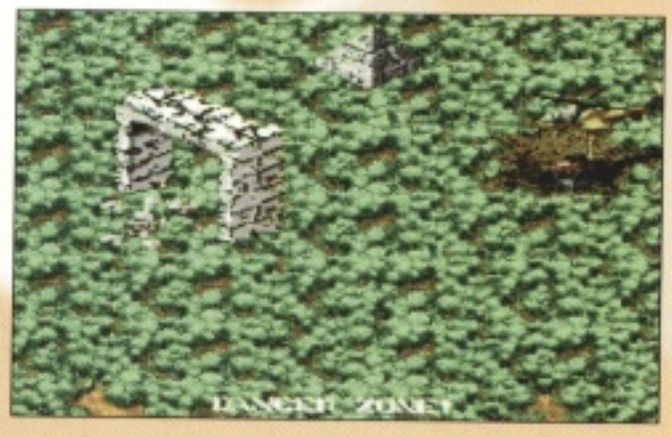
Head right and fire at the four small stone pyramids for four extra lives. Take out the Twin guns to the south, and land.

Mission two – Troop Bridges

Take out the six troop bridges to prevent the enemy tanks from reaching the secret airship.

The Stealth fighter is a bugger to fly, mainly because not only do you also have height to worry about, but every time you bump into something you blow up. Cheers. You don't have to worry about ammo and fuel, though. The mission is pretty easy, but prepare to wave goodbye to at least a couple of your lives.

This looks similar to the inside of my fridge.



And it's a goal. Er, what's that doing there?

Mission three – Drug Fields

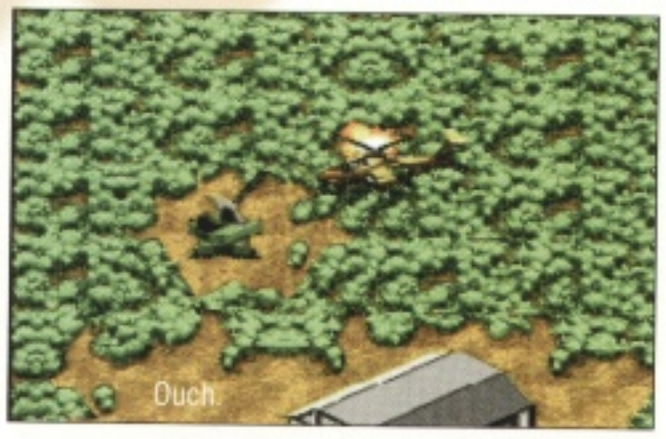
Destroy the Drug Lord's fields and greenhouses.

Possibly your best bet is to give up on the Stealth Fighter altogether. You can try landing it back on the air strip, but when you die you return in the chopper, so it's probably worth hanging onto it until then. Fly at maximum height over the towers (else you'll crash), and let the fields have it.

Mission four – Patriot missiles

Hunt down and destroy the six patriot missile launchers.

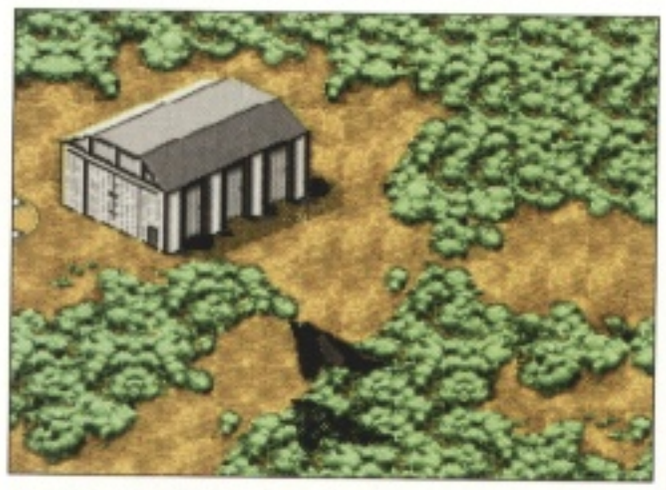
Crikey.



Mission five – Fuel Depot

Destroy the Drug Lord's fuel dump and bring his army to a standstill.

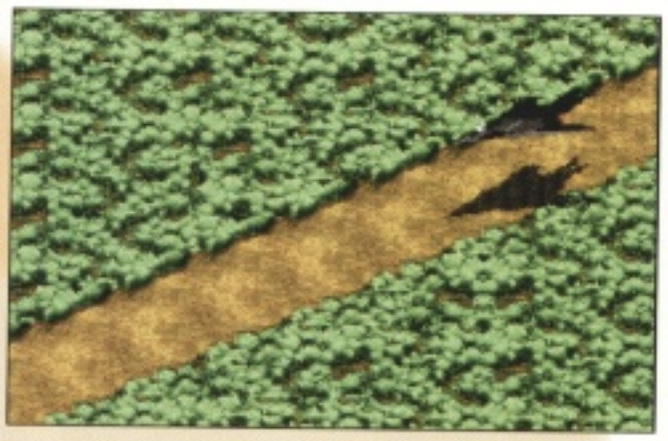
Get the big tank first, then pick off the rest, and grab as much fuel as your petrol tank can cope with.



The Stealth Fighter: steer wisely.

Mission six - Nuclear Missiles

The Madman has components to build nuclear missiles concealed in the pyramids. Get 'em. The missile sites are disguised as stone pyramids, but not very well disguised. They are, however, likely to be guarded by anything from a ground soldier to a Sheridan tank, so be prepared.



And DO NOT crash, or you'll blow up instantly.

CAMPAIGN EIGHT MOUNTAINS

Password – OP4VYY89YOPT

Mission one – Control Tower

Knock out the control tower to drop the Alert Zone around the bunker and decrease the enemy's chances of tracking you.

The good news is that there are a gaggle of bonuses hidden beneath the small stone pyramids. The bad news is that there are an equal number of M1 Tanks armed with copious supplies of bullets all with your name on them. One of them helpfully drops armour when you kill it, though.

It's a barren, featureless jungle out there.

Mission two – Tomahawks

The Drug Lord has stolen a shipment of tomahawk missiles. Hunt them down before he has a chance to use them.

Watch out for a) the rock formations hiding the missiles; b) the Mobile Cannons protecting the missiles; and c) the missiles themselves. You need to chain gun the rock and then blast the missiles into oblivion.

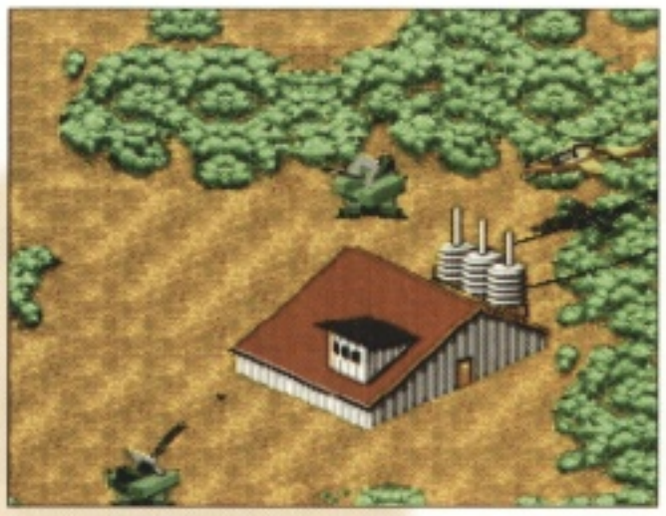
These are a doddle to kill. Mind for M1s, though.

These do nothing. It's the small pyramids you want.

Mission three – Power Supply

Destroy the power supply that protects the Drug Lord's villa. Watch out this time for a) the irritating Gattling guns just waiting to throw a spanner in your works, and b) the other chopper who would like to have your guts for garters.

You'd think this building was waiting to take off.



And this is where it leads.

Mission four – Villa

Smash the Drug Lord's private villa.

Mind out for a) an M1 and a few AK47s hiding around the building, b) any bonuses that reveal themselves as you blow up bits of the building, and c) the door to the villa, which you should blow up pronto.

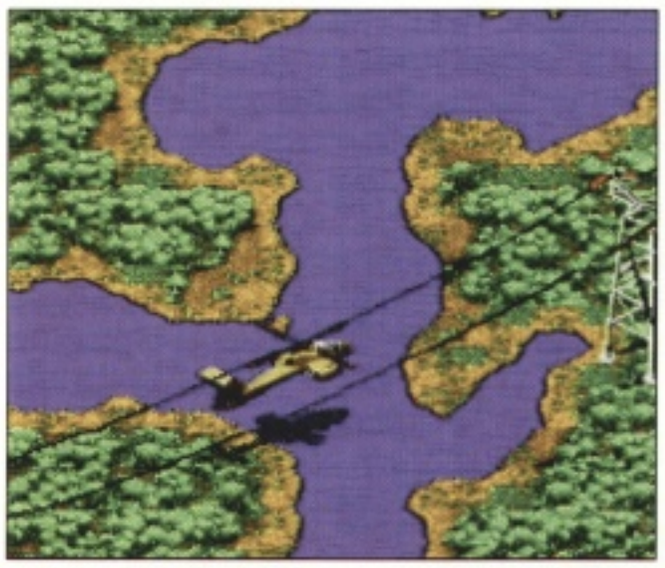
This sort of behaviour is not a good idea.

Mission five – Drug Lord

Capture the Drug Lord. Alive.

Not unsurprisingly, the Drug Lord is likely to make a runner for it when you start to blow up his house. Fly right to the fork in the river, and chase his chopper.

Nice place you've blown up here.



No. Not a ski lift. An electricity pylon.

Mission six – Air-strip

The madman's jungle airstrip has planes and choppers readied for take off. Knock out these vehicles to cut off his escape.

Take out, in order, the helicopter, the cannons, and the hijacked Stealth Fighters.

Mission seven – Bunker

Once you've breached the outer shield, blast open the underground shelter.

Righty-ho.

Odd place for a... whatever it is.

Mission 8 – Madman

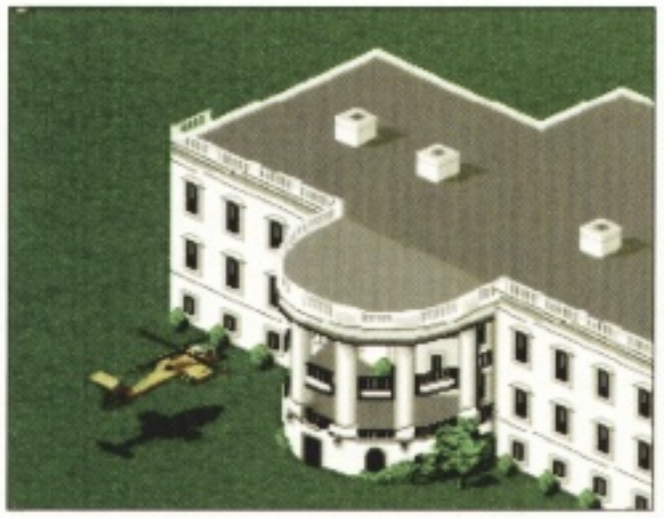
Collar this mad dog. He must be captured alive, so justice can be satisfied. Do not fail.

Cripes.

CAMPAIGN NINE
RETURN HOME

Mission one – Air Force One

Easy.



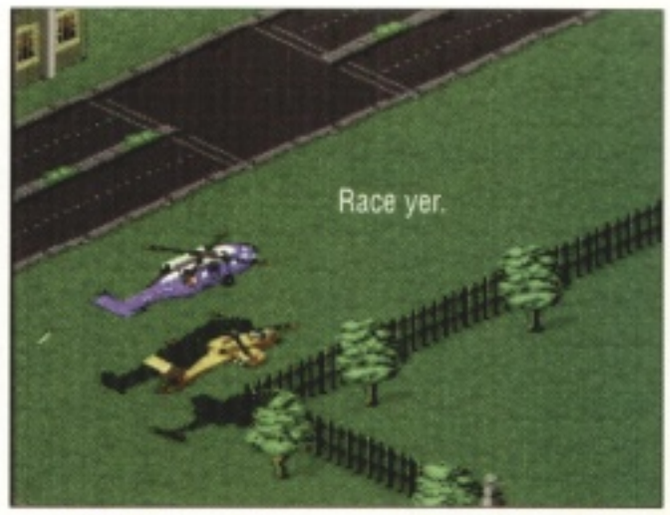
Remember this? You should do, from level one.

Mission two – Enemy Weapons

Peasy.

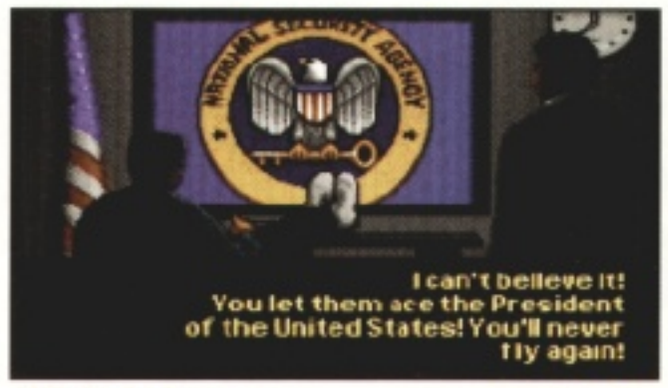
Mission three – Generals

Lemon.



Mission four – Drug Lord

Sqeezy.



Ah ha ha ha ha ha.

Mission five – Madman

Congrat-

Nearly there now. Oh so nearly.

Mission six - Nuclear Missiles

-ulations.

Rssssppppppttttthhhh to you, *Jungle Strike*.

END OF GAME

Password – YQW97241WOM#

SNES TECH & GAMING ANSWERS

GAMEFREAK

By Tony Mott

Hello fellow gameheads, and welcome to the part of the mag once described by the *Mudgely Cider Farmers Gazette* as 'hugely inciteful... an entertaining read'. I sincerely hope you find what you're looking for here.

From Cesar Koot, Holland:

Q Bearing in mind the size of the cartridge slot of the Ultra 64, do you think Nintendo made it SNES compatible?

A No. Making the machine SNES compatible would have added significantly to its cost – which, as you should already know, is something of a moot point with Nintendo.

Q What does the editorial team do?

As I look at it, only people from other mags review your games (and it confuses me, because they give the same games other marks in their own magazines.)

A Who do you think sorts out everything else in the mag that isn't a review? Magic elves? Pixies, maybe? Gah!

Q Can you tell me how big the Ultra 64 actually is, because I like sleek and small machines like the PlayStation. (Although I won't buy one, because it's *waaayyy* too expensive, and the only reason for buying it would be *Tekken*.)

A No official measurements are yet available, but it's believed to be about the same size as a Saturn (which measures approx. 10" x 8.75" x 2.5").

From Andrew Davies, Cathkin High School Square Fan Club:

Q Is it true that, in addition to owning Rare, Nintendo also own Square Soft and, if this is true, does this mean we might not see Square games on other formats such as the PlayStation and Saturn (which are more popular than Nintendo in certain parts)?

A As far as I know, Nintendo have no financial interest in Square, the companies merely enjoy a particularly close relationship. So yes, Square products are likely to appear on other machines, although Nintendo work will continue to be their priority.

Q If not, then how important are Square Soft to Nintendo? I imagine they're extremely important to NCL in Japan and get the red carpet treatment from messrs Yamauchi and Miyamoto et al, but get treated like sewage by Nintendo of America.

A I believe the situation in America is improving, what with *FFIII* still riding high in the US charts some ten months after its release – the Western releases of *Chrono Trigger* and *Secret Of Mana 2*, therefore, have more priority now than ever.

Q I remember certain parties at *Super Play* drooling over rumours that Square and Nintendo were working together on a project. I fail to see what that would achieve, given what Square have achieved with *FFIII*, *Chrono Trigger*, *Front Mission* and now *Secret Of Mana 2* – they're way ahead of Nintendo's RPGs now!

A When you see Yoshi's Island you'll see just what Nintendo has to offer the videogaming world – even the likes of Square.

The rumour we mentioned is still only rumour, though.

Q Is Square's US programming division strictly for the development of stuff like the Will we ever see a Nintendo/Square collaboration?

HOT LINE COMES UNDER FIRE

Well, it seems that Gerry Helston's concerns about the Nintendo Hotline (Gamefreak, issue 32) have kicked up some interest elsewhere:

To add my twopennethworth – I'm not so daft to think the sad British attitude to service will die and wither just 'cos of my letter – yes Gerry Helston, fellow letter writer, Nintendo's Hotline staff are rude, well, one is anyway.

I thought so, and so did my friend – incidentally, we're both educated adult serious gameplayers, not little kids with tedious simple problems. We have found bugs in Nintendo software, and bits where you can get stuck forever, and Nintendo admitted it off the record to us! You can get stuck forever in *Super Metroid* and *Zelda: Link's Awakening* – but you need to know where to go and be able to do pixel-perfect jumps in really hard bits. No, I won't tell you where – I want more desperate people to berate the hotline when it happens, heh heh heh.

Also, stop telling porkies, big 'N', you know who the rude Hotliner is 'cos your supervisor told me *and* my mate. So you *have* had complaints before. Nintendo's Mrs Supervisor, YOU told me you'd had LOADS of complaints about him. I hope you've done as you implied – fired the jerk!

Isn't it a pity we can't get live USA counsellers from UK phones. The Americans actually know how the games work without big crib machines and they are sooo polite. They say, 'Hello, my name is...' Not like the British opening bark, 'YES?'

Oh woe, but I think I still know a (legal) way to get those 0900 USA numbers from the UK so maybe all is not lost...

Kevin Slaney, Ely, Cambridgeshire.

I was very interested to read the letter from Gerry Spencer in Helston, Cornwall (issue 32) about Nintendo Hotliners being rude, and astonished that Nintendo UK seem surprised.

It simply is not true that 'Nintendo have never had complaints before,' as I had the misfortune to speak to an extremely rude hotliner in 1992 shortly after the release of the SNES in the UK.

I wrote to complain about this person (who refused to help me when I was stuck on *Zelda*), and I received a helpful telephone call from them which said that if I had trouble again, I could ask to be put through to Darrell Jones who would be happy to help me.

I phoned when I was stuck again, and when I asked to be put through to Darrell, the rude one said, 'What makes you think he'll be able to help you?' However, when I did manage to get through to Darrell he was very nice, as indeed most of the Hotliners are. Except one.

After that I didn't call the Hotline again for another two years.

So come on, Nintendo, you know as well as I do who this person is!!!

John Champneys, Cambridgeshire

P.S. I got stuck again recently on *Flashback*, and the rude one was still there!

I don't know what to say. Over to you, Nintendo...

upcoming *Secret Of Evermore*, or are they also going to be doing 'American' versions of *Chrono Trigger*, etc (something that fills me with horror)?

A The conversion process from Japan to US is handled between Japanese and American staff. Square's Ted Woolsey decides the actual content of a translation, with programming support from Japanese coders.

Q When are Nintendo UK going to seriously begin exploiting their European contract with Square Soft, instead of using it as loo paper? Hint: A *Secret Of Mana 2* pack with orchestral score CD would be nice!

A Sure beats me.

Q How much different is the AI of the NPCs in *Secret Of Mana 2* to that of the original game? Can I work alone in this version?

A I know only that the AI has been improved, although I suspect the enhancements come into effect mainly during combat. And you'll always have to work as a three-way team – that is, after all, one of the selling points of the game.

Q Are Square part of the Ultra 64 Dream Team? For me, the Ultra 64 is doomed without them!!!

A While still not officially part of the NU64 clan, we know Square are working heavily with 3D graphics right now (see the Internet feature elsewhere in this ish). What does this tell you?

From Cormac Scanlon, Bury St. Edmunds, Suffolk:

Q A few weeks back I went into Beaties and bought a copy of *Plok!* for £10. In issue 33 you said that Nintendo got 33.1% of the money from a game's cost – does this mean that they only got £3.31?

A No. In cases like these (shelf-clearing exercises) Nintendo would have already had their cut of the cart's original price when the retailers bought it from their distributor.

Q I recently played *FIFA '95* on the Mega Drive and thought it was great. When is it coming out on the SNES?

A Electronic Arts have got a sequel brewing on the SNES – more details next month.

Q Will you be able to use an adaptor with *SOM2*?

A You'll have at least as many problems with it as were experienced with *FFIII*.

From Polly Druker, Northampton:

Q What happened to the Super CD?

A Regarding the proposed add-on, NCL have recently said: 'We're not going to release it at the moment. That's all we can say about it.' Presumably it's just another of the company's projects which will never see the light of day.

Q Are there any plans for a 32-bit add-on for the Super NES?

A Nope.

Q Are there any games like *Toh Shin Den* on the SNES?

A *FX Fighter*, the only game that could've made claims to being at all *Toh Shin Den*-like, is dead.

From Mark Payne, Gravesend, Kent:

Q What is the point of the dead code facility in the Action Replay 2? The only I have seen is the *Cybernator* cheat in your mag, and I couldn't get it to work.

A Whereas normal Action Replay codes merely allow to alter values stored in the SNES's onboard RAM (which holds game variables, etc.), dead codes supposedly let you reprogram actual parts of the game itself. It was by changing colour palette data in *Mortal Kombat* using these that 'blood' was made possible.

If the SNES CD-ROM unit ever does appear, it'll look like this. Er, probably.

Q What has happened to the mail order company Zap, as I see that their ad doesn't appear in your mag any more?

A Sadly they're no longer with us.

Q Will the Ultra 64 be full-screen, like the PAL Jaguar?

A PAL games for the Jaguar run only at full-screen when the game has been specifically programmed to do so. The software must allow for the PAL standard having more horizontal lines which have to be written to by the Jag than the SCART system.

If a game is coded specifically with the US standard in mind it will therefore run with borders on a UK system, and you'll actually see this in some Jag and 3DO games, just like you do on the SNES. If NU64 games are coded without allowance for PAL (which is likely) we'll get the situation repeating itself all over again.

Someone whose name and address I've lost:

Q How much do you get paid, because I want to work at *Super Play* too?

A Oh, so it's money that's motivates you, is it? Then you'd be better off following a 'normal' career is all that I can say.

From Andrew Crane, Bournemouth, Dorset:

Q Where will sound in videogames go from now? I can't see how they can improve on 32-bit, 32-channel soundchips and CD-streamed audio, unless someone uses those NEC sound card doobries.

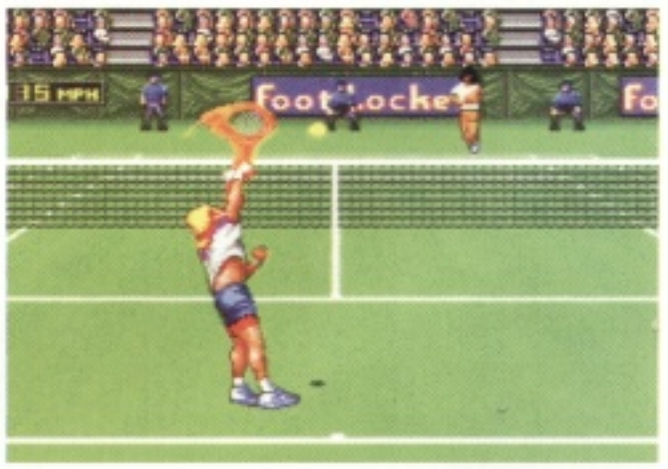
A An interesting question, this. The only next gen machine to use what's become known as chip music – i.e. generated by internal sound hardware rather than being pulled directly from CD – is the NU64 (the Jag doesn't count as a next gen machine in my book). Its sound hardware will be among the most advanced yet seen in the home and it'll force developers to re-learn how to program sound rather than generate in the traditional 'real world' sense. Elsewhere, CDs will remain the standard for some time yet – sound is seen as the least important part of the hardware equation by manufacturers and any great advancements will take some time to take effect.

Q What has happened to Little Computer People designer David Crane?

A The last thing I'm aware he did was *Amazing Tennis*. I suspect he's now working in a less hands-on role in the industry.

Q Personally, what sort of games would you like to see on the Ultra 64? (I'd like a two-player *Legend of Zelda* game with realtime, 3D atmosphere, and a Wildtrax sequel.)

A I'd like to see the best racing game ever (not an update of *Cruis'n USA*); the most lavish RPG ever, with hundreds of detailed characters and a Yuzo Koshiro soundtrack; and updates of all me fave SNES games.



Amazing Tennis: David Crane's last game, apparently. Does anyone know different? Write in and stuff.

Q Does it worry you that games are becoming too realistic?

A Yes and no. Yes because the more time and money spent on developing games with real life animation (through rotoscoping) and digitised characters along with real world elements, the further we're getting from the pure fantasy of Square's games, for example. No because proper 3D environments are, I believe, ultimately the way forward.

READERS' TOP TEN

What happened? Could half of you simply not be bothered to scribble out which are your favourite ten games of all time? Was it *really* too much trouble? Still, there were some quite interesting ones among them, including Geoff Bun of Clwyd's selection which listed, among other oddities, *Ballblazer* (Lucasfilm – C64), *Zenji* (Activision – C64), *Advanced Dungeons and Dragons* (Intellivision) and *Park Patrol* (Activision – C64). His justification (sadly too lengthy to go into here) gets him a copy of *Illusion Of Time*, 'cos I'm generous like that, even if he has got a silly name.

This is how things are shaping up this month, then:

1 Street Fighter II (various versions) – Capcom – SNES/coin-op
2 Super Mario Kart – Nintendo – SNES
3 Zelda III – Nintendo – SNES
4 Super Metroid – Nintendo – SNES
5 Super Mario Bros. 3 – Nintendo – NES
6 Tetris – BPS – Gameboy
7 Secret Of Mana – Square Soft – SNES
8 Syndicate – Bullfrog – Amiga/PC
9 Super Mario World – Nintendo – SNES
10 Virtua Racing – Sega – coin-op

I must say your fascination with *Syndicate* surprised me, although I noted that it was the Amiga or PC version you opted for. Oh, and thanks to the guy who wrote in to vote for *Yoshi's Island*, cheeky bleeder. Still, he shows an eye for potential, at least.

Next munf there will more prizeage. Just make your top ten interesting. Amuse me, if you like. Make me go, 'Coo.' Whatever.

ANY QUESTIONS?

No requests for game help and no anime questions, please. But send everything else to:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

MODE 7

By DANNY WALLACE

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

After I've rescued a stranded old woman from a tree, and maybe saved a local orphanage or two, there's nothing I like more than to help you – the readers of *Super Play* – to achieve the higher state of gamesplay of which you seem incapable without the cheats, hints and tips of Mode 7. I am a saint, and you know it. This month sees another mass of words and pictures cleverly arranged to make useful paragraphs, which you can read with your eyes and use with your SNES. Of course, should you stumble drunkenly upon what you think might be suitable for inclusion in Mode 7, then send it to me, Danny, at Mode 7, Super Play, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. Oh, and mark your envelopes "I Think Postmen Are Overpaid".

SYNDICATE

(EA/Bullfrog)
***SP26:* 80%**

● **As much money and armour as you can possibly eat**
Ipswich's Alex Malcolm (who lives on a road with a top name) has sent in a top cheaty thing for EA's excellent but easy *Syndicate*. In order to end up with a horse-full of money and a sheep-load of armour, just get to the password entry screen, and type in "undiscovered cheat" – BUT – replace all the vowels with dashes, and don't forget about the space between the words. Therefore, you should be typing "-ND-SC-V-R-D-CH--T". What a nice lad young Alex is. And surprisingly fresh-smelling, too.
[Ed's note: this cheat wouldn't work with our preview version from Bullfrog, but we believe it was placed on the finished cart for 'home use'].

CLAYFIGHTER 2: JUDGEMENT CLAY

(Interplay)
***SP28:* 87%**

● **MORE secret characters**
More of those secret characters just in, which is nice, I suppose. Thanks go to Jeroen Royackers from Tilburg in the Netherlands for most of these. Get to the Menu screen and do the following, depending on which character you want:

To play as Sarge, hold X and press L, L, UP, DOWN, LEFT, DOWN

To play as Butch, hold L and press X, R, A, X, R, R

To play as Slyck, hold Y and press L, L, U, L, Left, R

Got any more? First person to send in the code for Goo Goo gets a pen and a kiss.

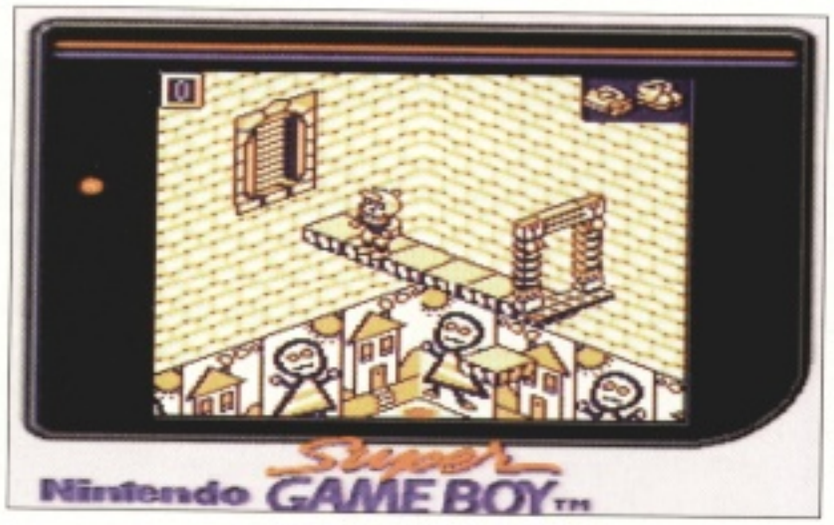
MICHAEL JORDAN: CHAOS IN THE CITY

(EA)
***SP29:* 88%**

● **73 Levels**
● **Level select**
Proceed from the title screen in a northerly direction until you come to the password screen. Once there, tap in the following code to the rhythm of James Binns of *PC Answers*' copy of "Guaglione" by Perez 'Prez' Prado. It MUST be the one that James Binns bought, though, otherwise it won't work. Here: 1 2 3 4 5 6 7 8 9 9 9. Then rejoice in the knowledge that Michael Jordan will live forever, and that he'll always have the freedom of the windy city.

Now you can be sad and watch screensavers any old time you want to. Hint: saner people watch telly.

SUPER GAMEBOY



● **See some screen savers**
Bit of an odd cheat, this 'un. It comes courtesy of whoever lives at 9 Danyo Crescent in Australia, and allows you to see the screen savers without having to wait the enormous ten minutes you'd usually have to bear. Pick the frame, pause the game, and press L, L, L, L, R, L, L, L, L, R on pad 1. Send me your name, Queensland child.

ACTION REPLAY

More codes for all you lucky Action Replay owners!

STREET FIGHTER II TURBO
7E188E0X Fight in bonus stages (X = C to E)

MORTAL KOMBAT II
7E268E01 Player 1 is always invisible
7E200399 Game speeds up
7E332602 Throwing is disabled
7E32820X Player 1's starting point (X = 1 to 7)
85E3DIIX Alter energy bar colour (change X)

CANNON FODDER
7E091900 Number of men away is '0'
7E15C603 Unlimited grenades
7E15CC06 Unlimited missiles

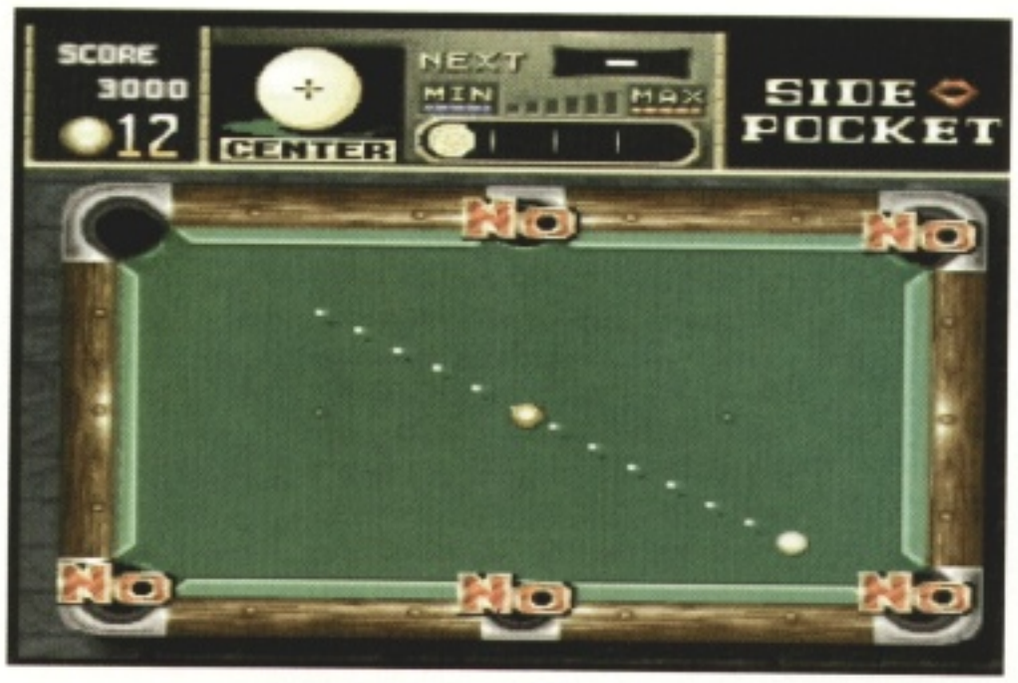
Thanks to Richard Rudnick, as well as the Queensland monkey for their obvious abilities when it comes to numbers and letters for that fabulous Action Replay thing..

SIDE POCKET

(Data East)
***SP19:* 86%**

● **Trick shot solutions**
Top man John Ruddock from Manchester saw our plea for *Side Pocket* tips a couple of issues back and reacted with the speed and accuracy that has made him a household name in most eastern European cities. Not only has he managed to give us all the cueball control settings that you should be fiddling with to complete each trickshot, but the little tinker's only gone and written every single joypad movement you need to carry out as well. We like John Ruddock.

Trickshot	Cueball control	Power	Joypad movement
1	Centre	Full	Tap 'up' five times
2	Centre	Full	28 taps to the right from 12 o'clock position
3	Centre	Full	Tap 54 'left' and 8 'up'
4	Max Draw	Full	Tap 7 'up'
5	Masse 3	Full	No need to alter
6	Centre	Full	Tap 14 'down'
7	Masse 1 + left	Full	Tap 4 'down'
8	Masse 1 + left	Full	Tap 12 'down'
9	Centre	Full	No need to alter
10	Max Draw	Full	No need to alter
11	Max Follow	1/3	Tap 1 'right'
12	Max Draw	Full	Tap 6 'down'
13	Max Follow	Full	Tap 5 'down'
14	Max Follow	Full	Tap 21 'down'
15	Masse 3	Full	Tap 3 'down'
16	Masse 1 + left	Full	Tap 5 'up'
17	Max Follow + 1 left	Full	Tap 2 'down'
18	Max Draw	Full	Tap 3 'right'
19	Masse 2 + right	Full	Tap 59 'up'



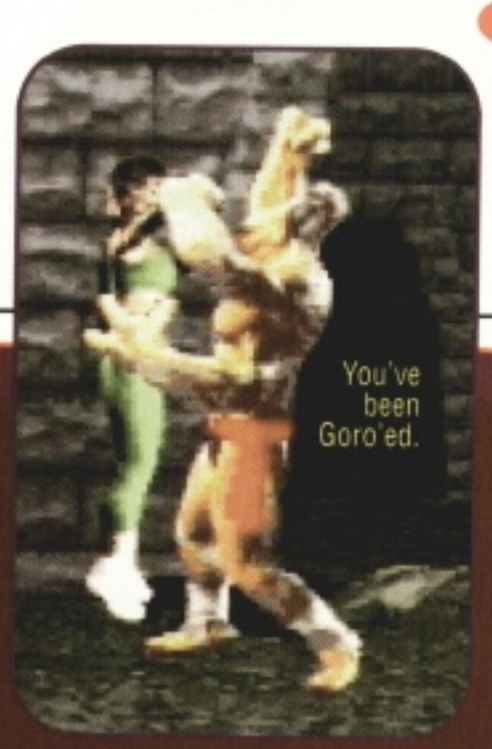
And now for my amazing trick shot in which I will endeavour to pot a ball even though someone has littered the table with sugar lumps.

THE TICK

(Fox Interactive)
***SP:* N/A**

● **Level Skip**
First of all, right, get to the select screen. Bump up your number of lives to 7, your continues to 4, Arthurs to 2 and Test Sound to Teleport. Then press Start. Once you're in the game and all is rosy, press start to pause the game.

Then all you've got to do is press select and your 'stage select' will make itself known to you, while you weep for joy and write to thank me.



DON'T ASK ALAN

INVALUABLE MONTHLY GAMING ADVICE

Danny Debates Diabolically"? Hmm... "Danny Doesn't Disco"? After my recent plea for a decent name for this section of Mode 7, I've been inundated with, um, 'thought-provoking' new ideas from the more creative but less talented among you. Still, there's always next month, eh? Send in your suggestions and you might just get a *Super Play* pen for your troubles.

Dear Danny,
How do you complete the Sudan level on *Syndicate*? I can never seem to 'get' the second person.
Adam Grey, Manchester

Danny says cleverly:
Right, so you know that the first person you need to assassinate is in the second nearest building to where you start, yep? Well, the next person is usually just inside or just outside the building slightly north-east (up and to the right) from there.

Kill 'em, then get yourself over to the far left where you should see your next victim standing next to a telephone booth. Then, persuade someone, and they'll tell you all. You'll have to then go to the small rectangular building next to the evacuation point and do your business.

You can now proceed to Mozambique with a spring in your step and a smile on your ears.

Dear Danny,
There is a girl in my university lectures that looked at me once. I have been happy ever since. Does this mean that she fancies me?
Ian Fletcher, Hull

Danny says quietly:
No, Ian, it does not. Generally, when a girl looks in your direction she is using a special girl-talk language, and is either trying to tell you that you have an odd smell, or that your hair is a bit funny. She is probably laughing at you right now with all her clever university friends.

Hope I've helped.

Dear Danny,
On *Hole In One* on the SNES, I'm crap. Help me help me help me.
Joanne Meadows, Harlow

Danny says coyly:
I DON'T BELIEVE IT! I CAN ACTUALLY HELP YOU! To get a load of limited edition, specially-hand-crafted-by-Peruvian-salads set of golf clubs, use METALPLAY as your password, and all will be easier.

Dear Danny,
On *Secret of Mana (oh Christ... – Danny)*, I've done the seasons thing but there's a crystal orb that blocks my way. I've cast the Undine and Gnome magic on it but it just stays there, as if to ridicule me somehow.
Daniel Richardson, Leeds

Danny says deftly:
Um... right, I think I know what you're on about. I think you've most probably 'walked the seasons' wrongly. Just go to the Moogle village and turn right (Spring) and go up. You'll find yourself heading towards those hazy, lazy Summer days. Go up again so that you get to Autumn, then left and up to find the entrance to Winter. With me? Then get yourself down to the bottom left corner to exit to Spring again. There'll be a new exit at the top, where you have to do battle with a big Springbeak thing. You'll be given a brand new element to play about with, called Sylphid. Use it on the crystal orb then go away.

Dear Danny,
On *Mortal Kombat* for the SNES, how do you get that multi-missile move to work. My friend did it to me but wouldn't say how. Please help.
Mark George, The North

Danny says happily:
Right then – just as the timer is about to run out, quickly perform your character's special move, so that you're in mid-action as the timer finishes. During the next round, simply press the button that would normally activate the move, and laugh at your mate's freakish face as it contorts and curmudgeons.

POWER RANGERS

(Bandai)
***SP:* N/A**

● **Password**
N. E. Ilagon from the Netti Empire in the Philippines (it says here) was on holiday in London a few weeks ago. For some bizarre reason, he, she or it, decided to forgo their various visits to the sights and smells of our nation's capital, opting instead to take part in an act of international kindness and goodwill. And stuff. So, he wrote to me with the passwords for his favourite SNES game, *Power Rangers*. That's nice.

1	1107
2	3847
3	5113
4	3904
5	1970
6	8624
7	2596
Special 1	0411
Special 2	1007
Special 3	1212

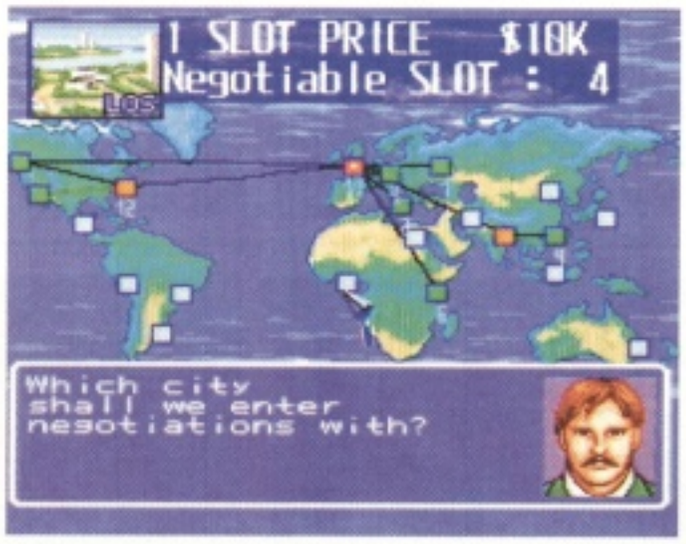
"Take that, you evil jungle beast creature."

"No-one steals my Action Man and gets away with it."

AEROBIZ SUPERSONIC

(Koei)
***SP7:* 69%**

● **Secret sub-game**
A cheat which almost rivals the *Super Punch Out* Sound Test from a couple of issues ago, this one will enable anyone who is just that little bit TOO dull, as well as anyone stupid enough to have chosen to do Geography A Level, to access a splendid 'flag' game. Actually that made it sound too exciting. It's a sort of 'test your knowledge about the flags of the world' type affair. And if you're still reading, all you have to do is start a new game, or begin where you left off on an old one. Once you're there, there'll be an icon that looks like the joypad that you're holding in your greasy, sweaty, excited hand. Choose it with button A and press Select. Now go outside and have some fun.



Forget all this negotiating business and play 'spot the flag'.

GAME GENIE

This month: slam dunkin' code crazeee!

NBA JAM TE

0D8A-1FA5
Player two has twice as much turbo
DF88-1BBB
Player two recharges turbo faster
DFEA-1FDC
Player one has power block
D4EA-1FDC
Player one has powered-up 3-pointers
FDE1-C46C
Player two has super-dunks
0DE1-C46C
Player two has powered-up goal tending

DANNY'S PLEA

"Boiling is better than sweating", "Paving systems are a bit like life, really", "2 and 2 are 4 – but are they?". See how philosophical and deep I am? Send me your cart-related problems and I'll endeavour to free you from them, using special chants and a clever mug. Or something. Oh, but personal replies will not be sent, and any SAEs I get will have the stamp ripped off and used on a card to my Swiss roosters. Probably. Still interested? Write to: Danny Dives In... (or any other vaguely amusing or rhyming name you can think of), **Super Play, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.**

BUBSY

(Accolade)
***SP26:* 80%**

- **Every level completed**
- **Crazy jumps**
- **Invincibility**
- **99 Bombs**
- **50 Lives**
- **99 Portable holes**
- **99 Nerf ballzooka**
- **99 Diving suits**

Being a bobcat is a wonderful thing. Ask anyone. You can jump like a bobcat, you can wave your bobcat-like arms around like a bobcat, and you can, um, breathe like a bobcat. With your bobcat-like lungs. 'Course, if life as a bobcat sounds too exciting for you, you could always pretend. Jump around the house, wave your arms at people or breathe quietly in a corner, like a bobcat would. OR – play *Bubsy the Bobcat 2*, and enter these codes:

To complete every level, press UP, A, A, A, DOWN. You'll hear a sound like an envelope belching if you've done it correctly.

To jump like a madman, press B, A, B, Y. You'll hear the sound of Phillip Schofield stalking you if it's worked.

To 'be' invincible, press X, A, B, Y, UP, DOWN. You'll hear a hat if you'd JUST LISTEN for a second.

Get 99 bombs by pressing X, X, UP, DOWN, X. The sound of a knee popping should deafen you if it's worked.

Be a cat with 50 lives by pressing B, UP, B, Select, Y. You will hear nothing.

To get 99 portable holes, press RIGHT, UP, Select, Select. You'll hear the sound of the nation laughing at you for believing so wholeheartedly in such a stupid concept.

To be the proud cat-like owner of a load of balls, press B, A, LEFT, LEFT. You'll hear the sound of Moira Stewart reading the bible if it's worked.

Aaaand... get loads of diving suits by pressing B, LEFT, UP, B. If it's worked, you should hear the sound of the European Youth Olympics, currently in Bath.

ALWAYS FIRST WITH NINTENDO EXCLUSIVES!

TOTAL!

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SNES and GB reviews of OBELIX!

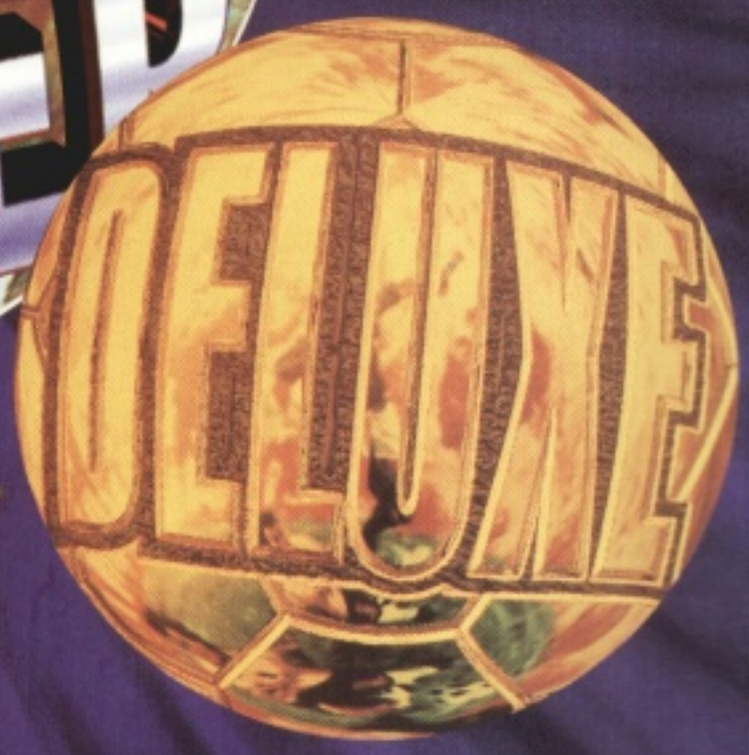
EXCLUSIVE!!

DONKEY KONG LAND

SUPERB 8-Page Donkey Kong Land Pullout Players Guide!

GOL SLOT 2

EXCLUSIVELY PREVIEWED



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ON SALE TUES 8 AUGUST

MODE 7 SPECIAL

By Zy Nicholson

FRONT MISSION

Perfectly clear in English as it may be, *Front Mission* is still an untranslated (for the most part) Japanese game. So here are a few cheats and hidden bits to help those of you missing out on the full story of this strategy gamer's slice of heaven.

- Secret Super Gun
- Hidden Colosseum
- Secret Sound Test
- 3D graphics wobbling
- Battle as Driscoll
- Colosseum Passwords

That square highlighted at the top is the location of the Zeige.

Quiver in fear of its meaty stats.

Well done. You are now a walking tank.

"Go on then, take your best shot."

"Ah. My error." Level Up in one hit.

THE SUPERGUN SCANDAL

When you reach the OCU Frontbase you'll be given a series of missions culminating in an assault on a fortified hill base. This level provides you with one of several opportunities to acquire a weapon it's impossible to buy – in this instance, the mighty Zeige. It can also pay off handsomely in terms of experience.

Taking the hill simply requires you to split your squad into two units. Let the enemy troops come out to meet you, drawing them away from their fortifications and disabling them with your most capable close and short range fighters. Repair any serious damage, then position your artillery experts just out of range of the nearest gun emplacement. They should all be in place to rush it and fire missiles in the next round simultaneously, eliminating the cannon in one swift surgical procedure. Wait for the next wave of enemy mechas to lurch down the hill towards you and repeat the method.

The Zeige is placed in the top left-hand corner of the hill, at the end of a narrow corridor behind a fortification. For experience purposes, sneak a fast mecha past USN commander Kirkland and into this corridor when you've destroyed all other enemy suits and cannons. Finish the move on the square shown to discover the weapon.

ZEIGE RIFLE

DAMAGE: 1 x 99
TO HIT: 99
WEIGHT: 10
AMMO: ∞
TYPE: SHORT

The person who finds the Ziege can't automatically use it. However, if any character standing next to Peewie's OCU truck opts to 'Supply' in their turn, they can immediately replace their existing grip armament with the Zeige.

March this well-armed mecha up to Kirkland and fire the Zeige at him. He's tough so the chances are it'll take two or three blasts to destroy him: each one will deliver a staggering 800+ experience points, most likely boosting your character an entire level with every hit. The Zeige becomes surprisingly inaccurate if aimed at body parts with the Duel Skill, but use it if you have it – even if you miss, you'll get 600+ EXP. Tidy.

Because of the immense damage done by the Zeige, the chances of its wielder being awarded a Short Range skill are also much higher. Your priorities should be Duel, Switch and Speed. And after just a couple of battles you'll find that your character has 9999 skill points in Short Range: time to pass the Zeige onto another character and watch the same happen for them.

If for any reason you should miss out on finding the Zeige at Kirkland's Hill, you'll get another opportunity in an ambush on the OCU Infirmary. The supergun can be found in the trees above the camp, at the location shown.

CALL ME MR.MUSIC

Go to the small menu which says "New Game / Load Game". Hold down the L and R buttons and DOWN on the D-pad, then press A. A new Sound Test menu will appear in its place, allowing you to listen to any sound effect or music track.

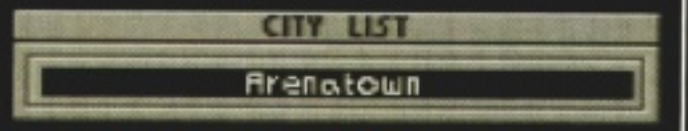
We actually found the sound FX slightly lacking, with a few explosions reminiscent of the Atari 2600's static rumble. But the music is impeccable, and you'll need decent stereo speakers to truly appreciate its extensive horn and percussion samples. You'll find almost fifty pieces of music here, giving *Front Mission* its epic campaign atmosphere.

Look – a lovely shot of a small menu.

And another one. Menu fans rejoice.

Tip Top Tunes

20 – Final battle with Driscoll. Baroque piece with lots of church organs.
26 – Complex piano solo that actually lasts 1'15" before looping. Possibly the most impressive piano samples we've ever heard on the SNES.
31 – The inevitable ballad. Anime fans will be used to this kind of thing.
37 – Bar room jazz. We, like, dig the ivory cat's syncopation.
44 – The end sequence, incorporating the *Front Mission* theme. This piece lasts over two minutes and has more than a hint of Ryuichi Sakamoto, to our minds.

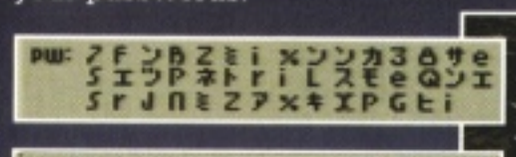


VISIT ARENATOWN AND DIE!

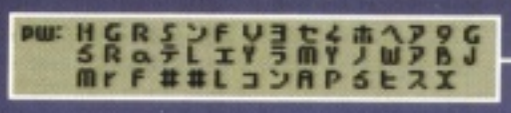
Again, skip to the small menu which says "New Game / Load Game". Keep the L and R buttons pressed and this time hold UP on the D-pad, then hit A. An option to visit 'Arenatown' will surface.

Arenatown contains nothing but a Colosseum dedicated to VS play. The five key characters of Roid, Sakata, Natalie, Keith, J.J. and Frederick are automatically present in the Regulars list, but the real point of having it immediately accessible on the cart is to match suits against a friend.

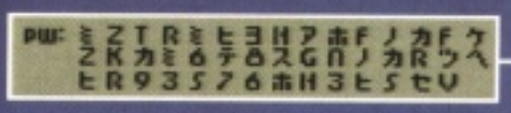
It's like a Barcode Battler mode, the idea being that you note down the password of your finest mecha and see if it beats the welding out of the competition. A distinctly Japanese game idea, admittedly, but you might like to try out some of these tournament-winning troopers. If you're as sad as us, that is. If you can come up with harder mercenaries than these, we want your passwords.



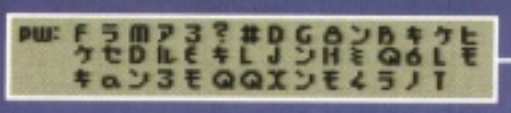
Driscoll reduces Natalie's suit to a shower of ceramic confetti. The snivelling fop.



Wolf

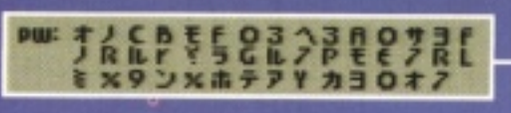


Blue-K



Varius

Searcher



Traitor

COLOSSEUM SECRETS

If you lose a hefty wad at the bookie's you might be tempted to reload an old game, but reconsider: you'll lose all the time invested and experience gained as a result. Having a winning strategy is both more rewarding and more profitable.

When you reach a new town, take your lowest level character and give them top-of-the-range parts and weapons before entering them in a combat. The odds will be significantly higher because of their ineptitude, but the new weaponry will more than compensate. You should always be looking for good, but not impossible, odds – 1.50 to 2.00 is likely – before entering a fight. Try out a few Single Coin Battles before betting the big money.

Besides the experience you get for inflicting damage, bonuses are awarded for (a) removing entire parts, and (b) annihilating the enemy completely. Use Guide and Duel to reduce your opponent to a mere body and arm, each on a couple of hit points. A good multi-hit machine gun can then finish them off outright.

You shouldn't neglect your guard skill either. The general tactic for improvement is to find a gladiatorial opponent with a very strong weapon and a very weak weapon. Take out the strong arm then guard against their only remaining attack with a wing shield for a few rounds.

HIDDEN CHARACTERS

Not all characters will automatically join your forces in the course of the game: some can only be recruited to your cause by defeating them in the Colosseum or approaching them and agreeing to their proposals. These are the faces to look for in hazy bar rooms on the western side of Huffman Island.

Rival mercenary Gentz has more than a hint of *FFIII*'s Shadow about him, no?

Totally, utterly, stunningly, mind-bogglingly useless.

3D 'WOBBLES'

We don't know what you'd call the technique whereby the joypad can be twiddled to reverse, rotate and examine polygon graphics, but given the simplicity of the 3D images in *Front Mission* it's little more than wobbling them about.

A simple 3D program is utilised in the advertisements for weaponry that appears after the game's intro sequence. It also features in Olsen's mission briefings, where your military target is occasionally illustrated. What the manual doesn't mention (even in Japanese) is that all of these 3D objects respond to the D-pad, which alters the axis of movement; and the L and R buttons, which speed up or slow down the rotation. A novel twist and at least 30 seconds of amusement can be derived from this amazing cheatette as you spin the rough grey blocks at every conceivable angle.

Stupid, yes. Pointless, indeed. Trivial, most certainly. But we just know that you're going to try it out the next time you're playing *Front Mission*. You see if you don't.

SUPER MARKET

FREE ADS

Take a shifty at the Super Play supermarket and see just what's on offer in the land of the bargains.

MESSAGES AND EVENTS

● Anime fans I have over 500 titles for sale or swap – for details contact Mark on 01604 881805.

● Super Play mags for sale, issues 8 – 24 inclusive. All perfect condition with all freebies attached. £33 the lot including p + p. Consider splitting £2 each. Tel: Phil 01945 440477.

● Robert Baxter would like to say sorry to Elaine Catto for whatever he did to make her dump him and will she go out with him again?

● 15 year-old male looking for pen pals from all over the world. I am interested in reprographics, Manga, Art, photography. I can also help you on FF III and SOM. Please write to: Andrew Bass, 26 Deer Ruck Road, Camberly, Surrey.

● Boy, 20, likes Nintendo, Techno, Anne Rice, reading. I speak French, English and a little German. I'm looking for pen pals (m or f, approximately 20) from around the world. Interested? Then write to David Bolduc, 317 2nd Ave, CP 818, Lac-Etchemin, Quebec, CANADA, 60R1S0.

● Hi everybody! I'd like to have a pen-friend, so anyone who'd like to correspond with me just write to: Ehsan Saeed, P.O. Box 19370, Khitan 83804, State of Kuwait. I am 20 years old and interested in many things, especially martial arts.

● Super Play magazines 1-31 + Gold. Buyer collects. Swindon area. Offers. Evening only. Tel: 01793 871931.

● Super Play magazines 1-31 + Gold. Buyer collects. Hayes London area. Day only. Offers. Tel: 0181 6062567.

● Have you got any Star Wars figures, ships, vehicles or stuff? Please contact me any time on 01727 761807.

● Japanese language course for beginners (BBC) inc. 5x90 min. audio tapes + lang book. £25 (VGC) Ring 01928 701843. After 5.30pm.

● X-Men, Alpha e X-men: Age of Apocalypse – the chosen. Wanted urgently. Will pay £3:50 for each IF in excellent condition. Tel: 0117 9677814.

● Hi, I'm Paul. Looking for a m/f penpal anywhere around the world who likes any kind of music and the SNES. Photo not necessary. Write to Paul Hurst, 101 Vincent Drive, Westminster Park, Chester, Cheshire, CH4 7RL.

● X-Men comics wanted, X-Man 1, 2, 3 and Factor x 1, 3. I will pay postage. Phone Michael on 0117 9677814, and talk money.

● Super Play issues 1-32 and SP Gold for sale, £45. Will not separate but will pay p + p. Phone after 6:30pm. Tel Darren on 0181 2994350.

● Dearest Simh, We all wish you have a very Happy 18th Birthday! Hope you'll always stay as pretty and as happy! Lots of love from Kitty, Michael, Amy and Francis.

● Super Play issues 1-11, 19 for sale. Perfect condition. Bargain at £10. Tel 0113 2610986.

FANZINES

● RPG fanzine for Sega and Nintendo only £1. 50. Writers/artists wanted – 'Journey's End'. 237 Dyas Road, Great Barr, Birmingham, B44 85Y. Tel: 0121 6047524.

● For the ultimate read on Next Gen and the 16 Bits, check out the all-new Games Realm. We feature news, reviews, tips, cheats and a Pascal programming guide in ISS 1. Send a SAE and £1.25 to: 50 Brooklyn Rd, Meersbrook, Sheffield 8, S8 9QL.

HARDWARE FOR SALE

● BARGAIN! SNES, 2 pads, 5 games incl. Striker and Bomberman with Converter. £95 + free issues 1 - 19, 22, 26 of Super Play. Call James: 01227 793570.

● Gameboy for sale, 10 games, 2 different battery packs, magnifier, magnalight, carrycase, ac.adaptor, worth £350, sell for £150. Tel: 0181 3848690.

● Amiga 1200 for sale with 85Mb hard drive, second disk drive, 2 joypads, 2 mice. All boxed with manuals and original disks, £300 or nearest offer. Phone Keith on 01495 870697.

● UK SNES + 1 controller + 9 UK games + Super Gameboy + 5 Gameboy games. All in excellent condition. Bargain at £250 ono !! Tel: 01274 492854.

● Megadrive with 29 games including Thor, Dynamite Headdy and Micro 2, plus 4 controllers, Master System converter and 7 games + stereo lead. Worth £1400, sell for £650. Phone Dave on 01734 833894.

● UK SNES with 2 controllers and 5 games: Super Mario World; Super Mario Kart; SF II Turbo Collector's edition; Prince of Persia and Starwing. Sell for £250. Phone Michael on 0141 647 3210.

● 112 C+VG magazine issues including All Go handheld mags only £50!! Also U5 Vortex, £250. Phone Fiz: 01203 230658.

● US SNES for sale + 2 pads + 2 adaptors + 12 games (all but one SP90% + rated) £250 O.V.N.O. May deliver. Tel: 01928 716791 and ask for Kev or Ian.

● Japanese Sega Saturn only 3 weeks old, unwanted present. No games. Sell for £380. Need money soon! Tel: 01753 889739.

● Panasonic 3DO (pal), 2 titles, excellent condition £350. Call Chris: 0151 4746398 or swap for a Scart 3DO, also Playstation wanted.

● SNES UK version + 7 games inc. Mario All Start, NBA Jam. All leads, boxes and instructions – a bargain at £175 ovno. Tel Mark on 01509 650120 after 6pm.

● UK SNES with full screen. Conversion runs without borders and faster than on any TV. £65. Perfect condition. Tel: 0121 6050259

● Supergun (Raven games version) with colour contrast switches and Bomberman World (all new Dyna Blaster global quest) £150 o.n.o. Will separate or swap for PC Engine hardware. Tel: 01252 617110.

● UK SNES, 11 games, Super Game Boy, 3 gameboy games and 3 joypads. Swap for any system with games or sell for best offer. Tel: 01292 531558.

● Neo Geo CD (UK), 2 joysticks, £240 o.n.o. Various games £12 each. Phone Terry on 0171 3877189.

● Mortal Kombat 2 with special book £35, without £30. SSF II (US) £45. Slammasters £30, Action Replay 2 £15, ISS £25. Tel: 01708 706269.

● SNES (UK) All Stars pack £75, SSFII £45, International Superstar Soccer £25, Action Reply 2 £15, Blues Brothers £15. Ask for Jamie 01708 706269.

● UK SNES + 2 pads + adaptor + 63 magazines and 26 games inc. top titles – SSFII, MKII, Int SS Soccer, D.K. Country, S. Punch Out, Street Racer. All boxed, good condition. Game players dream all for £600. Tel: Andrew 01226 746825.

● NES for sale with 5 games (Kung Fu, Mario Brothers 1 and Duck Hunt) boxed for £25, or will send games separately for £5 each. Or will swap everything for any good SNES game. Tel: 0181 4916098. Ring after 5pm and ask for Scott.

● American Video Games magazines, Gamepro, Electronic Gaming Monthly and Game Players Sega and Nintendo, 50 in total, £2 each or any 3 for £5. Also Nintendo Super Famicom game Final Fight 2, still boxed with instructions, never played £15. Telephone Gary on Middlesborough 01642 597017.

● UK SNES for sale. 22 games including Donkey Kong Country, Earth Worm Jim and Secret of Mana, 2 pads, all boxed. In perfect condition. Sell for £250. Buyer must collect. Tel: 01438 355485.

● Megadrive and Mega CD for sale, many games, two joypads (1, 6 button pad), £160 the lot. Call Kev on 0151 7261996 between 6 and 7pm.

● Super NES for sale, with Stunt Race FX, Smash Tennis, World Cup USA 94, Major Title, Mario Kart, NBA Showdown, NCAA Basketball, USA adaptor. All for £160. SNES with guarantee. Tel: 0181 5615892.

● US SNES (Scart) inc 5 top games – DKC, Secret of Mana, Bomberman and Multitap etc. All boxed v.g.c. £170 o.n.o. Buyer collects. Tel: 01202 841088.

● Super SNES, 2 control pads, 6 top games, loads of mags. £100 o.v.n.o. Tel: 01752 224069.

● Mario SNES All Stars pack (UK) £75, Super Streetfighter (US) £45, Superstar Soccer £25, Action Replay 2 £15, Saturday Slam Masters £30. Phone 01708 706269.

● UK Megadrive for sale with 11 games inc. Sonic 1, 2 + 3 and 2 control pads. All in mint condition. Bargain at £150. Tel: 01274 492854.

● UK SNES for sale, converter, 2 controllers, 30 excellent games, no splits. £600 o.n.o. Phone 0181 8441688 after 6pm. Ask for Jeremy.

● SNES, 5 pads and multi-tap, with 21 games and Action Replay, MK II. All boxed. In mint condition. Worth over £1200, sell for £485 o.n.o. Tel: 01934 822850.

● Gameboy and Master System for sale. Master System with 8 games and gun, 2 pads, 2 games. Ring 0181 3105747 for details.

● UK SNES, 2 joypads, 1 super advantage, multitap, US converter, MK II, SF II Turbo, Street Racer, 10 games all boxed in excellent condition. £250 o.n.o. Tel: 01443 207318.

● UK SNES with 10 games including Super SF II, Secret of Mana and Street Racer. 3 controllers, multitap, stand for SNES, games and accessories. £200. Tel: 0191 3842941 (Durham).

● US Scart SNES, Turrican, Battletoads, Zelda 3, Street Fighter, universal adaptor, 2 cartridge racks, 2 joypads + magazines. All boxed, excellent condition. £200. Tel: 01636 612707.

● UK SNES with 4 games plus 2 pads. £110. There are also many other great SNES games for sale. Tel: 01734 784845 and ask for Stephen. Call after 5pm.

● US SNES with box, UK power pack, AV cable and joy pad. £75 including p & p or nearest offer. Phone 01779 812732.

● Super NES with 17 games, 2 joypads, magazines etc. Phone for list. Call Ben on 01707 330501. All for £350.

● UK SNES with 2 controllers, carry case, NBA Jam, Mario Kart, Zelda, Mario Allstars, 7 magazines and Allstars video, 1 year old, mint condition, all boxed. Sell for £130 o.n.o. Phone Matthew on 01508 494707.

SWAPS

● Swap boxed Neo-Geo CD with King of Fighters 94, World Heroes-Jet and Fatal Fury 3. I want Sega Saturn or Playstation. Contact Ricky on 0181 3687486.

● I will swap Donkey Kong Country for Sim City. 01286 571501 Essex area. Ask for Martin.

● I will swap my Turtles in Time 4 and £10 for your Earthworm Jim, NBA Jam TE, or any other decent games. Tel: 01254 386192.

● I will swap MK II, SF II, Turbo and other games for Secret of Mana, Smash Tennis, FF III or Syndicate. Phone after 5.30pm (Wales and South only). Call 01685 874707.

● Zelda (UK) + Cool Spot (UK) for Secret of Mana. Tel: 0131 4477239.

● I will swap Aladdin for Secret of Mana or Super Star Wars. Boxed with instructions if possible. Tel: 01989 750628.

● Dozens of games to swap (SNES). Any swaps considered. You must collect. Ring 0116 2710370. Ask for Paul.

● Will swap Equinox or S.O.M., Super Ninja Boy (US) B.O.F. (US) Young Merlin, any R.P.G. except Zelda. Tel: 01458 834124.

● I'll swap my FIFA Soccer (UK) plus 1

technoplus controller for your International Superstar Soccer (UK) or sell for £40-45. Save £10-15. Tel: 0181 6712622.

● SNES contacts wanted to swap games. Beginners welcome. Send list to Andy or call. 14 Kent Street, Fleetwood, Lancashire, FY7 6BX. Tel: 01253 872300.

● I will swap my Kid Klown in the Crazy Chase for Final Fantasy III, Sim City or any good RPG or strategy games. Tel: 01908 230326.

● I will swap MKII, Cool Spot (both UK) or Contra III (US) for Final Fantasy III (US). Phone 01625 434621 and ask for James. May swap 2 games.

● I will swap my Madden NFL '94 (US) and Sim City (UK) for your Illusion of Gaia, Soulblazer or Rinal Fantasy III. Tel Nick on 01606 79598.

● I will swap any of my 12 games for your Jap/US stuff. Ring Andrew on 01509 413528.

● Megadrive Eternal Champions cartridge with Eternal Champions Player's Guide with £4 for Judge Dredd with box and booklet. Tel: 0141 3394873.

● Super NES – Wolverine Adam Antium Rage with box and booklet with £4, or Soccer Kid with box, booklet, £8 for Judge Dredd with box and book. Tel: 0141 3394873.

● I have SF II, MK I, F-Zero, Super Tennis, Cool Spot, Starwing. All UK to swap. Send your list of UK swaps to: Gavin Long, 79 Riverside Court, Oxford, OX1 4NQ.

● I want to swap my SNES game Zelda (US) for The Adventures of Batman and Robin (UK), or Saturday Night Slam Masters (UK). Tel: 0181 7672443.

● I will swap your Secret of Mana for my SF II Turbo or Alien 3 or both, or sell them each for £18. Tel: 01206 734410.

● Manga videos for sale. Cybercity 1, 2, 3, still sealed £8 each o.n.o. or swap for SNES or Gameboy games. Phone Chris on 0171 7890828.

● Swap my UK SNES for your US SNES + leads for a Pal TV. Will throw in Bubsy the Bobcat + Stunt Race FX. Call Alex: 0181 9957579.

● I'll swap Zelda/Zombies/Mana /Pop 'n Twinbee or Star Wars for Final Fantasy 1, 2 or 3. US only. Ring Chris on 01508 530827. Evenings.

● We'll swap either UN Squadron or Fifa (UK) for your Super Fire Pro Wrestling 1 or 2. South east London/Croydon only. Phone 0181 4621690. Might buy them for £10 each.

● SNES games to swap – Lion King, Mario All Stars. Will swap for any good game. Call 01255 220305 Mon-Fri after 4 pm.

GAMES FOR SALE

● UK games for sale. Wayne's World £15, EDF £10, Blues Brothers £20, Pitfall £15, Mortal Kombat 1 £10, Mortal 2 £30. Phone 01705 706269.

● SNES games all boxed and excellent condition: Illusion of Gaia (US) £35, Dragon Ball Z II (Jap) £20, Mario All Stars (Jap) £20, SF2 Turbo (Jap) £20, Final Fight (Jap) £15, Batman Returns (Jap) £15. Tel: Rob 01702 72798

● For sale – Shadowrun (UK) £30, Zelda III (UK) £20, SF2 (UK) – no box £10. Ask for Brian on 01403 784804.

● For sale: Aladdin £15, and Bubsy £10 (SNES). Call 01462 676303 and ask for John. Both have boxes and instructions.

● SNES – Final Fantasy III (USA) £55 o.n.o., or swap for Pocky and Rocky II + £30. Phone 01942 741499 and ask for Karl.

● Playstation Saturn Games – Space Griffin £50, Toshinden £55, Astal £50, Grand chaser £50. Neo CD 3DO. Contacts wanted. Phone Fiz: 01203 230658.

● Gameboy games: Top Ranking Tennis £10, Spiderman 2+3+X-Men £9 each. NES game: Mega Man 2 £8, Turtles £6, Bart vs Space Mutants £8. Must collect. Middlesex area. Tel: 01895 238065.

● SNES games for SACE: Maximum Carnage, Wolverine £25, Equinox, Earthworm Jim £23, Populous, Mortal Kombat, SN Propad £10, TinyToons, Ghouls and Ghosts, Plok!, Batman Returns ££15. Must collect. Middlesex area. Tel: 01895 238065.

● SNES games (all US) for sale – Ken Grieffy Baseball, SF II Turbo, FF2, Vortex, Combatribes, Rock n Roll Racing, MK. From £10-£20. Call Ben on 01252 713415.

● Mags – approx 300. Super Play, Total, Games Fan, Gamesmaster, Edge, EGM, many collectors. £80. Tel: 0191 5342564.

● SNES games for sale: NBA Jam (UK), Street Fighter 2 Turbo (UK), Cybernator (UK), Super James Pond (UK), Push-Over (UK). All good condition. Tel Ray: 01673 828480 after 4pm. Any offers.

● For sale – US games: Soul Blazer £35, Alien 3 £20, Sim City £15, SFII £10. Japanese games: Lemmings £20, F Zero £15, SFII £15. Super Alleste (UK) £10. Tel: 01225 852631.

● UK SNES games for sale – Desert Strike £10, Exhaust Heat £10, Mario Kart £15, Jurassic Park £15, or will swap for Zelda III or Cannon Fodder or 2 of the above for Donkey Kong Country. Tel: 01480 41106.

● Gameboy games for sale – Bart Simpson £9, Road Rash £12, NBA 5 on 5 £10, Alien 3 £6, The Punisher £9, Ninja Turtles II £10. Tel: 0181 3460779. Ask for Gal.

● NBA Jam £17. Super Bomberman £13. Street Racer £20. Mario All Stars £10 (no box). Tel: 01437 767868.

● Edge magazines 1 and 2 for sale, sell for £12 each or £20 for both. Both in mint condition. Tel Neil on 01793 766229.

● SNES games for sale such as Super Star Wars and Street Racer at reasonable prices. Ask for Jonathan at 01296 881667.

● SNES All Stars Pack (UK) £75. SSF2 (US) £45. The rest are UK: International Super Star £25, Blues Brothers £15, Mortal Kombat 1 £10, Mortal Kombat 2 £30. Phone 01708 706269.

● Ogre Battle (US) £30, Addams Family Values (UK) £25, Spike McFang (US) £25, Desert Fighter (UK) £12, p + p inc. Tel: 01379 740367.

● Softwear – Nintendo T-shirt, extra large, green cotton with Nintendo emblem and lettering " 21 tonnes of pure playing power" Unwanted prize, one only. Tel: 01483 751625 (Nick).

● For Sale! Secret of Mana (UK) £30, Return of the Jedi (UK) £30, Syndicate, Cannon Fodder (UK) £30, Super Metroid (UK) and Street Racer (UK) £25. Wanted FF3, Zelda, Chrono Trigger. Tel: 0131 5574499.

● Jurrasic Park, Tazmania (UK), Actraiser (US) and Running Beat Run (Jap). For SNES. Open to offers. Tel: 01752 896137.

● For sale: Street Fighter II, Turbo (UK). I have instructions but no box, so it's only £15!! Phone Mat on 01928 788430.

● Secret of Mana £25, Earthworm Jim £15, Street Fighter Turbo (US) £15, Streetfighter 2 (US) £5. All with boxes and instructions. Call Paul on 016487 63649.

● SNES games for sale – Samurai Showdown (US) £25, Earthworm Jim (UK) £25, World Heroes (US) £20, Alien 3 (UK) £20, Mario Kart (UK) £20, James Pond (UK) £15, Skyblazer (UK) £15. Tel: 01782 262068.

● SNES games for sale – F1 Exhaust Heat, Another World, Adv. Island, Test Drive II, Super Tennis, F-Zero all £20. Contact 03530 6390814.

● For sale – Cannon Fodder £30, Equinox, World Cup USA 94, World Cup Striker £20 each. Or swap for Soul Blazer, Illusion of Time, Theme Park, Populous 2. London only. Tel: 0171 7350906.

● US games for sale – Secret of Mana and SSF II £30, Zelda 3, Cybernator, R + R Racing, Turtles Tournament and Mario All Stars £20. Phone Keith 01495 270697.

● Pitfall £15, Wayne's World £15, International Super Star Soccer £25, Earth Force £10, Action Replay £15, Saturday Slam £30. Phone : 01708 706269.

● Games for sale and swap. Phone 01285 85136 and ask for Robin.

● 30 games for sale inc. MK II, Street Racer, Return of the Jedi. Excellent bargain £350 o.n.o. Tel: 01639 638186.

● SNES games for sale – Action Replay, Street Racer £25 each. WWF Raw, £30. Contact 03530 6390814.

● Eleven top titles for sale including Secret of Mana (US), DKC (UK), Street Racer (UK). All mint condition, box and instructions £25 o.n.o. Ring after 6pm, ask for Andrew. Tel: 01469 576529.

● Bargains!! Alien 3 £20, Street Fighter II Turbo in collectors edition tin £18. Call 01206 734410.

● Contra (Jap) £15, Street Fighter II (Jap) £15. Ring 01363 773023 Tuesday evening only and ask for Simon.

● Super NES magazines for sale, 40p each and p & p. Inc. EGM, Super Play, NM5, etc. 7 for £2 + £1 p& p. Phone Malcolm on 01463-711205.

● Mean Arenas CD 32 game for sale, £5 only. Box and instructions, mint condition. Unwanted gift. Telephone Malcolm evenings 01463 711205.

WANTED

● I need Sim City for the SNES. I will pay £15 if it is good condition. Tel : 01225 863684.

● Multitap / pads / joysticks/ Jap or US games. £10-£15 paid. Might pay more. Ring Andrew on 01509 413528.

● WANTED! D.K.C. US version. I will pay up to £27. Call Emmanuel at 039715763 IN PORTUGAL.

● Any NES adaptor wanted for SNES. Buy or swap for Atari and loads of games. Any old RPGS on any format and Anime-related games also wanted for swap. Nintendo, please. Phone Simon on 01787 476845.

● Wanted : Street Fighter II, Manga Anime in English. Pay up to £25. Also, Final Fantasy I, II and III. Pay up to £30. Tel Simon on 01252 510489.

● Wanted: Any Street Fighter II merchandise to be sent by post, will pay good money. Tel Simon on 01252 510489.

● Wanted: FF II (US version). Will pay up to £35 or I will swap it for Metroid (mint condition), or sell it for £30. Phone Alex on 01473 464976 for details.

● Wanted – UK version of Super Return of the Jedi or WWF Raw. I'll swap my UK MK1 or SF2 or Cool Spot. Write to Gavin Long, 79 Riverside Ct, Oxford, OS1 4NQ.

● I badly want the uncut versions of the Bruce Lee Kung-Fu movies. Must include Nun Chucks scenes. Write to: Gav Long, 79 Riverside Ct, Oxford, OX1 4NQ.

● Wanted – Wolfenstein 3D for cold hard cash or swap for Super Star Wars and Shadowrun. Ask for Steven on 01442 391642.

● Wanted desperately: F-Zero (UK). Good price paid depending on condition. Tel Richard on 01292 314190.

● We NEED people who are interested in a Basketball Play by mail. Ring Jack on 0113 2486661.

● SNES contacts wanted plus Manga contacts. 100% reply. Write to: 67 Runnymede Road, Redhouse, Sunderland, SR5 5QD.

● Wanted – DKC boxed with instructions. I will pay £20 for it. Tel: 01943 872137.

● Zelda III (no box/instructions needed). Will pay £15-£18. Tel: 01689 838819 4-7pm. Ask for Rowan.

BOOK YOUR FREE AD HERE!

Fill in this form (in capital letters, please, bearing in mind that we won't print your name or address – just your phone number), **stick it on the back of a postcard or envelope or it will go in the bin** (well, would you like to open 200+ envelopes?), and send it to Supermarket, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. If you're under 18, please ask your parent or guardian to sign the coupon. This service is only available to private advertisers.

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EXCITABLE VIEWPOINT PLAYBACK

Fingers feeling restless? Then give them a workout and write to us!

'HIT THE DOORMAT'

The relationship between the game makers and the game players doesn't begin and end at the shop checkout. In fact, I bought a copy of *Jurassic Park* for the SNES from a friend, but didn't have the instructions, so I wrote to Ocean stating my problem and asked them if they'd be so kind... etc. Three days later a brand new instruction book hit the doormat – how's that for aftercare?

Also, Datel make sure that you stay in touch with them after the purchase and happily send out up-to-date codebooks, and it's for free. It's not the manufacturers who put the pain in purchase but those who retail the carts and capitalise on other people's work! When we all learn to cut out the middleman wherever possible, the jollier our joypads will be!

M. Simpson, Rotherham, S. Yorks

We must confess to being pleasantly surprised to learn of Ocean's attitude. We spoke to them and discovered that, as long as they're convinced that the request is a bona fide one, they'll do lovely things like this for their customers.

There has to be a middleman involved, of course, just to get the games out there on the streets, and, to be fair, not all game outlets are the caddish outfits you paint them as. From our own experience, independent shops can often offer the highest level of customer service around, with a truer gaming spirit than you'll find in a high street chainstore.

'LESS DESIRABLE MAGAZINES'

I've just read the section in *SP33* about the Ultra 64 and I was wondering whether or not you'll review NU64 games in *Super Play*. I know the mag is 100% Super Nintendo but I think, as it's probable that a lot of Super Nintendo owners will purchase an NU64, it would be sensible for you to change from 100% SNES to SNES *and* NU64.

This would stop *Super Play* fans like me having to buy other less desirable magazines to get the latest U64 game reviews.

Jamie Caturani, on the Net somewhere

At the moment we're happy to feature the most relevant NU64 news (ie, not pages and pages of pictures grabbed from dodgy videos of SGI-workstation-generated graphics, or reams of irrelevant wibble) in these pages, but our focus will remain Super Nintendo.

If, by the time the games are actually available in Japan (November) you've convinced us that NU64 reviews are what you want, then maybe we'll consider covering the major releases. Maybe.

'MIYAMOTO HAS A LOT MORE TO DO'

Just asking, but would you have scored *Donkey Kong Country* so highly if it hadn't used ACM graphics?

I know it's an old debate but it's graphics over gameplay again. And now they're doing a follow-up, hopefully the game won't follow the same rigid game design, and test the reactions of the person playing.

Hopefully less of the jump here, duck there, wait, then jump on to a barrel and wait for the bee/wheel to move to get to the next platform. Then do the same again with a different background.

Let's hope that Shigeru Miyamoto has a lot more to do with the second game.

Anyway, keep up the good work.

Mark Payne, Gravesend, Kent.

If *Donkey Kong Country*'s graphics were on a par with, say, *Jelly Boy*, then no, it wouldn't have received that score. If gameplay is the only factor of importance, why are there new machines – all striving to generate better graphics than their forebears – continually being released? It's not with the advancement of gameplay in mind.

We'd never let graphics cloud our judgement to the point of unreasonableness, of course, but it seems that this standpoint is becoming less and less common, sadly.

It is believed that Shigeru Miyamoto has had as little involvement in *DKC2* as he had in the original.

Jumping on barrels can be fun. Honest.

'STILL PACKING CARDS'

Nintendo are going down the plughole, or at least they

HIGHLIGHTS

On page 36 of your June '95 issue you had a preview of some sad music program for the SNES... If you want to do a preview try taking some tips from *Total!*

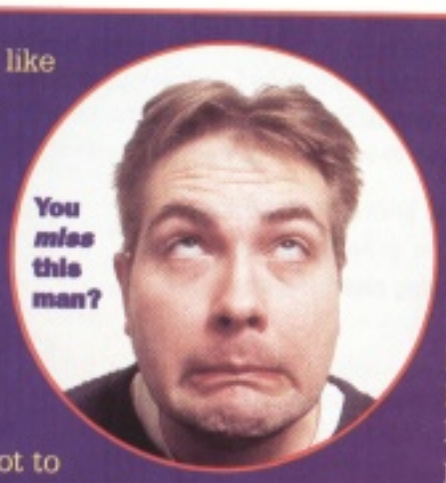
Matthew Young, Hartford, Cheshire

Actually, it was a shoot-'em-up creating package, dolt. We took some tips from the *Total!* boys downstairs, but all they could offer was stuff like getting more from your Pot Noodle, sadly.

I miss most of the old staff that were in the mag. Is there any chance of getting them back?

Kevin 'KC' Wan, s-Hertogenbosch, Holland

Has Frank Clark tried to get Collymore back from Liverpool? He has not. And that's why, like *Super Play*, Notts Forest will continue to go from strength to strength – by always looking forwards, not to the past. *(Er, shouldn't someone other than Tony do these bits? – Ed)*


You *miss* this man?

I had written another letter about a woolly dust cover pattern but sent it to *Chat!* (Cheeky get!)

D. Allport, Rotherham

Awww, we could have done with something to deflect Wil's Pocari Sweat spillage from our SNESes.

Thank the Reverend Black Grape for *Mana 2*.

Ian Brown, Royston, Herts

Hey, weren't you supposed to be headlining at Pilton?

If you sent me something worthy, preferably a game – and I liked it, I might subscribe to your most excellent SNES mag

Toby Waterworth, Reading, Berkshire

This is, without a doubt, the most ill-conceived bribe ever in the history of all things.

deserve to. After reading the article about the breakdown of cost for the average cart a couple of issues ago, I felt I had to write.

Where would Nintendo be without third parties, eh? Five or six games a year, that's where! Nintendo should be paying them for the privilege that helps keep the SNES market alive. Without top companies such as Square, Konami and Acclaim, Nintendo would be absolutely nothing. (Still packing cards like in them good ol' days, I expect!). And you notice that Nintendo are heavily relying on these third parties to lift the Ultra 64 and take them into the next century.

By bringing charges down and lowering cart costs, not only will it make everyone a lot happier, but it will increase sales. And that is, I'm sure, the most important thing to Nintendo.

In the next decade we'll see more new and exciting hardware from many other companies, not just Sega, Sony and Nintendo. Competition will be intense and the choices for the public will be difficult. If Nintendo starts its domination campaign now, then they'll have a head start when the new rivals appear. A 64-bit machine and new *DKC*-style graphics will help, but what the individual wants is cheaper technology, cheaper games, and a little respect wouldn't go amiss.

Sam Carlson, Newbury

There's as much chance of the individual getting cheaper technology and cheaper games as there is Wil getting the brews in – v. slim. The Saturn has hit the streets at £399, with software at around £40-50 a shot – hardly a move in the right direction. The SNES cart costs situation is such a firmly installed one, with Nintendo 'getting away with it' for so long, that there's no chance of it changing dramatically.

If you want to stay a part of this thing called interactive entertainment, you'll have to be willing to pay for it, it seems.

'PILE OF OLD POOP'

I feel I had to write in and express my opinion concerning issue 33. Although I enjoyed reading it, I found the *MK3* feature a waste of space in such an excellent magazine. Four priceless pages devoted to such a hyped-up pile of old poop! I mean, does anyone really and truly enjoy playing a game as sad and unplayable as *Mortal Kombat*? There cannot be anyone out there who likes *MK* for its pseudo gameplay and not for the 'original' fatalities and the ever-increasing blood and gore.

When *MKII* came out everyone ran down to the arcades after taking in the hype aroused by American magazines and some official UK ones which I don't have to name. Now that *MK3* is being released with as much, if not more, hype I see the same thing happening again. American magazines are going ape-shit over it because it's an American-made game and that's all they've got to prove they can make good games.

I won't be running to the arcades with wet underwear when *MK3* is released – instead, I'll be laughing at those who do because they've taken in the hype for the THIRD time. To all

Super Play readers, don't take in the hype or you'll be fooled once again! Is there anyone out there who can challenge my opinion? Thought not.

Atta Khan, Sheffield.

P.S. Roll on *Street Fighter Legends*!

It's tradition that blood and gore turns on the minds behind some of the bigger video-gaming mags in the States, and it's due in part to them pandering to the lowest common denominator – Little Billy-Joe Baseball-Cap, for whom video-games are a big part of life, and being the first on the block to learn Jax's finishing moves formed a turning point in his standing among his homies. Or something.

Super Play's coverage was there because, like it or not, *Mortal Kombat 3* is going to be one of the biggest games on the SNES in the next six months and we thought it'd be a good idea to tell you all about it.

We asked for your thoughts on the NU64 and, sure enough, you let us have them by the sackful. Interestingly, the split between fors and againsts was roughly 50-50, with half supporting Nintendo's efforts – and especially their decision to hold the machine's release back until April '96 – and half letting the big N have it with both barrels – the carts over CDs issue being of particular importance.

'IT'S ALL ABOUT GREED, NOT SPEED'

Firstly I wish to state that I think the NU64 is a potentially great piece of kit, but I do think that Nintendo has handicapped it in a number of ways. Here goes:

Cartridges – I'm surprised how few people have picked up on the consequences of the decision to use carts rather than CDs. Not only will these be more expensive (and limiting) than CDs, but I also think that it rules out certain types of game appearing on the system – even on a projected 800Mbit cart (what's that gonna cost?), we'll only ever get a cut down version of *Heart Of Darkness* or *Full Throttle*, for example. Also, the quick operating speeds of the Saturn and the PlayStation have nailed the silicon over optical fallacy for the lie that it is. Greed, not speed.

Third Parties – Many third parties are gearing up development primarily on CD – how many of them will be looking to develop on an ultimately limited cart-based system? How many of them will want to, given the serious inventory problems associated with carts, and that Nintendo has snobbishly excluded them from the so-called Dream Team (these include Capcom, Konami and Enix – tut, tut). And what about their foolish insistence that games for the NU64 be different to versions for other machines, not to mention that any potential developers will find themselves up against Nintendo's Mr Miyamoto and his gang. Not that many, I'll bet.

So, as you can see, if I do decide to buy an Ultra 64, it'll be with the greatest reluctance, despite the presence of Mr Miyamoto and Square Soft, and only then after I've bought a PC and PlayStation. For the reasons mentioned above I feel that Nintendo has created a potentially mindblowing system, but it's then gone and stabbed it in the back.

James McLean, Cambuslang, Glasgow

Cartridges – It's true that the Saturn and PlayStation have overcome traditional CD access and retrieval moans through their hugely efficient operating systems, and Nintendo know that they can't hide behind that curtain any longer. They're now putting the decision down purely to cost – without a CD drive in the equation the machine can come in at the magic $250 mark.

The projected 800Mbit capacity was a merely an early pie-in-the-sky estimate on Nintendo's part. The first batch of games to be launched will be 32Mbit in size, with a high rate of compression to allow unpacking of data perhaps of up to eight times that size.

Third Parties – Nintendo's Dream Team has drawn in developers with experience of Silicon Graphics technology because of the NU64's origins. The likes of Capcom and Enix don't have the experience in the field of 3D graphics that the likes of Angel Studios and Paradigm Simulations can draw upon. Many Japanese developers have said that they'll wait to see how the machine will perform before committing to any projects – you have to bear in mind that developing a 3D game on Silicon Graphics hardware is worlds apart from knocking out a 16Mbit SNES affair.

It's very difficult to predict how well NU64 carts will stand up against dedicated CD titles, but few people would bet against Nintendo coming up with the goods.

THE SUPER PLAY INTERESTING-O-METER

3D games against 2D

ACM graphics against traditional

HOT

NOT

Cartridges against CDs

Street Fighter Legends against Mortal Kombat 3

'STING THE GULLIBLE'

A concern of mine is that Nintendo are using cartridges. Surely this is a ploy to sting the gullible customer. Nintendo are spouting off about how they have managed to cram 100 megs of game data onto 32 meg carts and then bang them out for an amazing £40.

Hmm, haven't we been down this familiar path before with the SNES. The first batch of games (which, incidentally, were Nintendo's own) came out at £40 and then some more for £50 and sometimes even £60. Nowadays if you want the latest SNES game you're looking at nearly £50+, especially if it's a third party title.

After examining all the facts, I can see NU64 games after six to seven months on the market shooting up in price to £60, £70 and even £80.

How can anything like this be justified when everybody else is using CD which can hold lots more data and has loading times of mere seconds. You may think that I'm being a bit

harsh on Nintendo and you would be right but I think somebody has to and I think a lot of gameplayers would agree.

NINTENDO – WAKE UP AND SMELL THE COFFEE!!!

John Ruddock, Tyldesley, Manchester

Nintendo is known to be working on an optical storage device, or rather they have some outside company currently putting the technology together. What isn't clear is the specific format it'll take. It won't use CDs, and it's been said that it has a storage capacity of 120 megabytes (ie 960 megabits), will be writable and have an access speed nearly eight times that of a standard CD ROM system.

With an exclusive format in place, Nintendo will be able to control the manufacture of games themselves, in much the way as they have so profitably with carts in the past.

'ATTENTION-GRABBING GIMMICKS'

Okay, so the Ultra 64 has been delayed until April '96. So what? I cannot believe some people are still moaning about the 3DO, Jaguar, PlayStation and Saturn stealing a march on Nintendo, and then proclaiming that they are fed up of waiting and pledge allegiance to one of the aforementioned machines. These sad types do not have the sense to read this hallowed publication, but I suspect a few *SP* readers can identify a few of their mates from what I've been saying.

Okay, so these machines are out on sale and have jolly good graphics and sounds, but where is the creativity? Where is the innovation? Where are the GAMES? Eyecatching roadracers with three tracks do not make sound gaming purchase.

So, all you SNES owners, wait for the Ultra 64 and ignore the attention-grabbing gimmicks of the so-called future consoles that are currently bringing the market down rather than raising the standard.

Stevie Boy, West London

Yes, the truly great software on systems such as the Jaguar, 3DO, Saturn and PlayStation can be counted on your hands. Nintendo plan to have just as many of this quality ready for the Western release of the NU64.

Don't be surprised to see a slew of classified ads offering Saturns and PlayStations on the cheap come the end of the year.

'MY MIND WAS MADE UP'

Remember me? I wrote to you about *Secret Of Mana* and the NU64 in issue 29. You advised me to wait and see what was being written for the new machine and review the situation. I have now read issue 33 right through (one of the best yet – well done!) and know that *FFVII* is being made for it. My mind was made up – I'd get an Ultra 64 . But you would put the *Mana 2* preview in the same issue, wouldn't you! I am now excited about this piece of RPG magic, it sounds ace (although I'm disappointed that I'll never know what happened after the defeat of the Mana Beast – especially to the Sprite). I'd like to get both but I need to sell my SNES to finance the NU64, and Christmas is the best chance to do that (and we all know that *Mana 2* won't arrive here for a long time after that). I still live in vague hope of a convertor for the NU64 that allows SNES games to be played on it, or at least an upgraded conversion of *Mana 2*. Help, please (sob).

Yours crazily,

Alan McDonald, Cumbernauld, Scotland

Hey, can we help it if there are still incredible games coming out for the SNES? Nope, you're just going to have to hold on to your SNES and get an Ultra 64 too. You know it makes sense.

WRITE NOW!

SNES worries on your mind? Studies show that writing it down can help. So, get out a pen and paper and seal your thoughts in an envelope to...

PLAYBACK, SUPER PLAY, 30 MONMOUTH STREET, BATH BA1 2BW.

ENVELOPE ART

In which we encourage you to keep those artful envelopes flooding in as part of our campaign to Keep Britain's Posties Fit!

Congratulations Autumn Robson. Your killer babe is this month's winning envelope art!

WINNER

The runner-ups role call...
1. Ken on the beach by Ben James of Rettendon in Essex. 2. From out of her own imagination – Amanda Attia from Luton. 3. Guile and Ryu by Peter Bowen from Bournville. 4. Patlabor Line-up from Tien Long of Birmingham. 5. Paul from Hull's realisation of some unknown mad creatures.

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Is the Ultra-64 good enough to win the 32-bit War?

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FINAL FANTASY FORUM

Lummie, it's the Lore. Join the Forum as we flush a vial of X-Ether down the fully-functional S-bend of Vector's facilities (try them out!)

This month we've got space for nothing but *FFIII*, as we examine a part of the game causing the most pleas for help. Read on for the secrets of the dragon seal, the ancient castle and Eboshi Rock...

SUBTERRANEAN EXPRESS

"On the map supplied with the game it says location #23 – the Ancient Castle, yet it isn't there," ponders Nicholas Perry of Pontypool. True, you won't find it if you only look on the *surface* of the World of Ruin...

Remember the old machine operator in the basement of Figaro Castle? Ask him to take you between north and south Figaro. On the way you'll get stuck and he will complain that there's something 'odd with the stratum' on the route the castle normally takes.

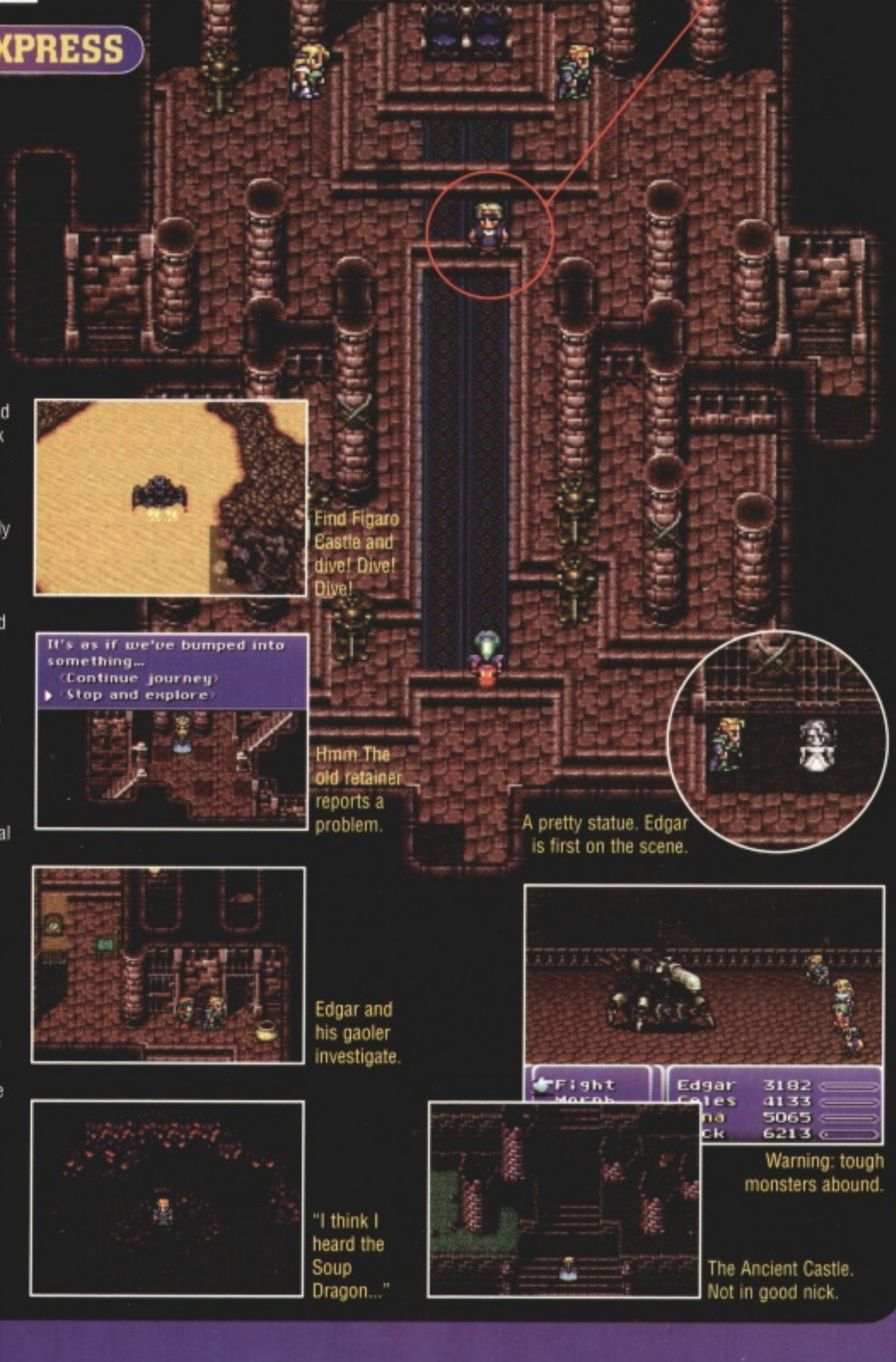
Now's the time to stop and explore. Head for Figaro's prison cells and look for the dark hole through which Lone Wolf escaped: his tunnel now lets you reach a small subterranean network leading to the Ancient Castle. Search this cavernous area thoroughly for treasures as one chest holds a monster-in-a-box, the Master Pug, guarding the Gradeus sword.

The shift of continents at the world's end has dislodged the Ancient Castle, preserved under a mile of rock. The first object of note within is a statue of Odin which, when examined, surrenders the Esper Odin. But as you explore the buried state rooms you'll recall a Figaro Library tome referring to the King and Queen. It concluded with a fairly simple puzzle: take five paces downwards from the Queen's throne and press A to reveal a secret passage.

The Blue Dragon roams the lower level, so be prepared to battle before continuing. Once you've disposed of it, examine the statue of the young woman and your Esper Odin will be miraculously transformed into the Esper Raiden.

Again, check for treasures. Another monster-in-a-box, the KatanaSoul, guards an item called Offering: this relic will quadruple the attacks of any fighter who equips it (hope that helps, Andrew Cairn of Ayr).

You might want to leave the secret part of the Ancient Castle until some of your characters have mastered the magic offered by Odin. It's easy enough to return to the Ancient Castle at any time, as Figaro Castle and Daryl's Airship remain at your disposal for the rest of the game.



Locke reveals the hidden switch for his colleagues.

Find Figaro Castle and dive! Dive! Dive!

Hmm. The old retainer reports a problem.

A pretty statue. Edgar is first on the scene.

Edgar and his gaoler investigate.

Warning: tough monsters abound.

"I think I heard the Soup Dragon..."

The Ancient Castle. Not in good nick.

PLEASE, NO, NOT THE HIDON PUN

When you've seen the Ancient Castle, put Strago and Relm in your party and return to Thamasa. You'll discover that Strago's old associate and rival Gungho is hurt: the eldritch demon Hidon is causing mayhem again and Gungho demands vengeance. The old mystic should get ready for a scrap.

Set your airship on a northern course for Ebot's Rock – curiously still named Eboshi Rock on US maps – and look for the cave entrance. Having stepped on the transporter switch, you'll find your way is now blocked by a Coral-crunching treasure chest. All the other chests here contain bits of Coral, so search up and down until you've collected plenty (at least 30 pieces, according to Adrian Whiteley of Wakefield) before attempting to feed it. When it finally lets you pass, head north to Hidon's lair.

Remember, you should let Hidon use Grand Train against Strago at least once before you curtail the demon's violent activities (eliminating all of his Hidonite minions ought to provoke him). Then return to Thamasa and let the elderly ponderer have a good old brag to Gungho.

Legend tells that only a man with serious facial hair can beat Hidon.

The Grand Train: a swirling triaxial vortex of, er, dark vortexy stuff.

WHERE BE DRAGONS?

Now to address the problems of Mark Payne of Gravesend, Marios P. of London, Tahir Shah of Doncaster, Brian York of Middlesborough and many others: where are those eight dragons? The rumour that one of them inhabits the forest north of the Veldt has misled many of you, so here's the definitive list.

DRAGON	LOCATION	RECEIVE
Ice Dragon	Narshe	No major treasure
Storm Dragon	Mt. Zozo	Force Armour
Dirt Dragon	Opera House	No major treasure
Red Dragon	Phoenix Cave	No major treasure
White Dragon	Fanatics' Tower	Pearl Lance
Blue Dragon	Ancient Castle	No major treasure
Gold Dragon	Kefka's Tower	Crystal Orb
Skull Dragon	Kefka's Tower	Muscle Belt

The Skull Dragon will probably be the last one you face. If you've defeated all the other dragons then the ancient seal will be broken, for which you'll be instantly rewarded with the Esper called Crusader. Crusader can teach the most costly magic of the game, even more awesome than Ultima: at a price of 85 MP you can utter the spell known as... Merton. Which invokes a mighty armageddon magic on both sides, and not a slightly surreal brand of comedy from North London. Allegedly.

THE SUPER PLAY CHALLENGE

Were you aware that all of the characters in *FFIII* have Desperation Attacks?

You may not have noticed this in the course of your playing, as they are extremely rare and only occur when the character is on the brink of death in a dire situation. It seems impossible to reproduce these Near Fatal attacks deliberately, but we welcome tales from anyone who's knowingly witnessed them in action.

As any map will tell you, the world is Square. So send all your Square-inspired letters, questions, tips, complaints, artwork or plain daft ramblings (v. popular, ramblings) to the only magazine that speaks Moogle.

FINAL FANTASY FORUM
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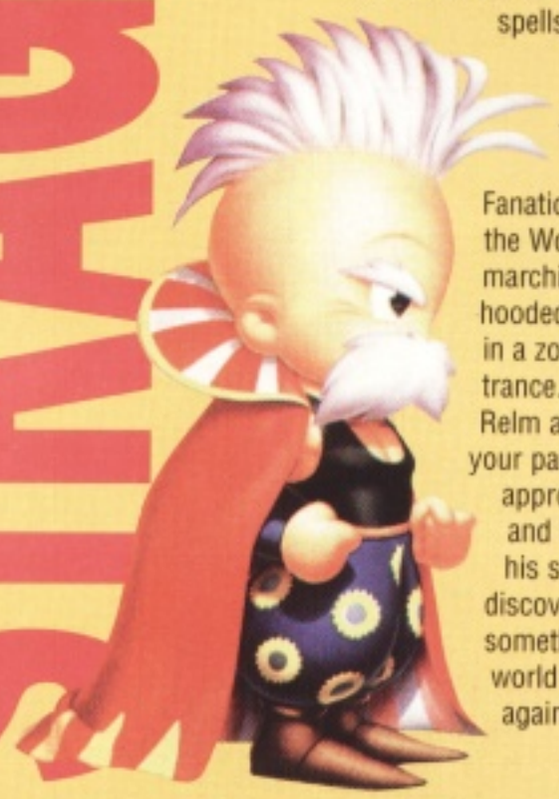
The Veldt – an Arndale Centre for monster hunters.

PROFILES

STRAGO

A scholar, a mystic, a savant of arcane methods: Strago is learned in the ways of monsters, and can assimilate some of their powers once he has been subjected to them. The full list of Lore spells follows.



Strago can be found outside the Fanatics Tower in the World of Ruin, marching with the hooded flagellants in a zombie-like trance. But put Relm at the front of your party when you approach him and he'll come to his senses, discovering something in the world he can once again care for.

LEARNING THE LORE

LORE	MP	LEARNED FROM
Aero	41	Doom Gaze, Sprinter, Tyrannosaur
Aqua Rake	22	Chimera, Rhyos, Vectagoyle
Big Guard	80	Dark Force, Earth Guard, Mover
Blow Fish	50	Brain Pan, Cactrot, Mover, Phase, Presenter
Clean Sweep	30	Blue Dragon, Dark Force, Enuo
Condemned	20	Critic, Still Life, Veteran
Dischord	68	Figaliz, Iron Hitman, Pipsqueak
Exploder	01	Balloon, Bomb, Grenade, Junk
Force Field	24	Doom
GrandTrain	64	Hidon
Lvl 3 Muddle *	28	Apokryphos, Dark Force, Goblin
Lvl 4 Flare*	42	Apokryphos, Dueller, Goblin
Lvl 5 Doom*	22	Dark Force, Didalos, Sky Base
Lvl ? Pearl**	50	Critic, Dark Force, Dullahan
Pearl Wind	45	Dark Force, Peeper, Vectaur
Pep Up	1	Flan, Junk, Muus
Quasar	50	Dark Force, Goddess
Reflect	0	Dark Force
Revenge	31	Dark Force, Dragon, Pan Dora
Rippler	66	Dark Force
Roulette	10	Critic, Dark Force, Veteran
Sour Mouth	32	Evil Oscar, Mad Oscar
Step Mine	22	Pug, Greasemonk, Mesosaur
Stone	22	Brawler, Iron Fist

* targets enemies whose levels are multiples of this number
** targets enemies whose levels are multiples of the last digit of your GP total (obscure or what?)

Most of these monsters can be found in Kefka's Tower: the Dark Force alone provides many of the best spells. Check out our Hidon data for Strago's pièce de resistance, the Grand Train.

For Strago to master a new Lore he must first survive a battle involving one of these attacks, so be prepared to prolong a fight with any of the monsters named. But he only has to witness it, not necessarily suffer it, so a little trick is to place Relm (equipped with FakeMustache) in the same party. Use her Control skill to access the monster's special attack and Strago will acquire all the Lore spells in no time.

IRRESPONSIBLE pictures

Knowing that he couldn't wield his father's infinity sword until his brother's death was avenged and his sister had been rescued from the lava pygmies, he decided to review some videos for Super Play instead

MACROSS PLUS #3

Manga Video

42 minutes (dubbed) **RRP:** £9.99

PG

When I reviewed the first part of *Macross Plus* in issue 31 I accused it of not really being *Macross* at all. Apart from a few aerial combat sequences with Valkyries, there was very little in it to link the two. Now we're into part 3 and I'm afraid nothing's really changed. The love triangle is still dragging itself along. With hotshot pilot Isamu Dyson, almost crippled from the 'accident' he suffered in episode two, still at odds with Zentradi half-breed Guld Bowman. In amongst the love interest, the flight project that Bowman and Dyson were involved in is cancelled as the government unveil yet another new fighter, this time one that doesn't need a pilot! After much shouting and a few fisticuffs, the object of the quarreling twosome, Myung Lone (where do they get these names?) hops off to Earth and a huge concert to be given by the computerised Sharon Apple. If she knew what Sharon had in store for her, she might not have been as keen to go.

And so it goes on. With even less action than the first episode, *Macross Plus 3* relies more than ever on dialogue and interaction with its characters. Unfortunately the less than convincing actors mean that this makes for rather hard going. Maybe it's that American voice-overs consist of only two styles. Macho gruff for the men and business-like sexy for the women. Add to this a complete lack of emotion and a large part of the video just falls flat on its face. Only when things started to get going at the end did I start to wonder a bit about what was going to happen next, and by then the credits were rolling. It's to the original director's (and Japanese animation in general) credit that a 40 minute cartoon doesn't have to have wall-to-wall action to carry its story, but Western dubbing at the level it is in *Macross Plus* could do with a little (no, make that a lot)more.

Wil Overton

2 out of 5

8 MAN AFTER #2

East 2 West

55 minutes (dubbed) **RRP:** £10.99

18

The PR for *8 Man* proudly claims 'top rate animation' and 'sophisticated dialogue'. Well, okay, as OAVs go, the animation's not bad at all. Liberal use of speed lines and the usual anime tricks means that the action comes thick and fast, but the dialogue? Picture, if you will, a dramatic scene with Hazuma (8 Man when he's not 8 Man) and his potential girlfriend, discussing the nasty business of creating killer cyborgs (as you do).
Her: "Who would do such a thing?"
Him: "Mr. Hallo'ween, maybe"
Her: "Mr. Hallo'ween, huh. I've read about him. Isn't he some sort of crime boss?"
Him: "Just the biggest crime boss in town!"
Oh my. What sophistication, what drama, what a load of rubbish. Let's get things straight. *8 Man* isn't a bad show. Sure he's a bit like Robocop, torn between being not quite a man or machine and troubled by all that trauma stuff, but as the actual character predates the Hollywood version by a fair few years, that's okay. When he gets down to knocking over the bad guys it's a decent piece of action anime. But sophistication? Let's not kid ourselves here.

Basically it boils down to extremely nasty person (Mr. Hallo'ween) stepping up his crime related cyborg activities and getting himself an upgrade which makes him 8 Man's equal. (Hark! Do I hear the showdown express chugging down the line?) Meanwhile, 8 Man's trying to get drunk and feeling sorry for himself until... hurrah! To give him just the shake up he needs, Hallo'ween kidnaps his girl. Cue big fight! Etc...

Nothing too taxing or stunning. But *8 Man* hangs together well. A bit of action, a bit of violence and a super cyborg cop whose only real job seems to be showing up the rest of the police force as incompetents who can't cope with future crime.

Wil Overton

3 out of 5

NEW DOMINION TANK POLICE Act 9

Manga Video

26 minutes (dubbed) **RRP:** £5.99

15

A policewoman's work is never done, and, as usual, Leona of the Tank Police is up to her eyes in it. Newport Cty is in chaos. The local prison has been busted open and a terrorist spree is rampaging through the city. Trouble is, no-one seems to be able to catch the criminals, and, when Leona apprehends the Puma Twins (by sticking them to the front of Bonaparte, her tank), they plead innocence. Of course, some diabolical plan is afoot and, sure enough (again), big business is at the root of it. The Dai Nippon Giken Corporation has a mission: to get the city's mayor and stop her passing a weapons bill that would mean disaster for their nefarious plans. Enter the company's coup de grace, a new experimental weapon, more mobile and deadly than any of the police forces' tanks. As it closes in on the Mayor's residence, things begin to look bleak for Newport City.

And we're off. 26 minutes later, Act 9 of *Dominion Tank Police* seems to have covered an awful lot of story. Intrigue, comedy and mass destruction in equal quantities (well, maybe a bit more mass destruction than anything else).

True it's really nothing you wouldn't have seen before, (the new all-powerful secret weapon is a dead ringer for a number of crab-type devices seen in shows from *Bubblegum Crash* to *Patlabor*), but it's fun. The Cat Sisters being stuck to the front of Leona's tank for the whole episode is an especially nice touch. The only problem is that everything is resolved rather quickly (and rather obviously).

All this matters not a jot though, if you're doggedly collecting the series. At these sort of price points, Manga's on-running tapes are winners, and those who've already got the previous instalments will know exactly what to expect. And I expect to be watching another episode of *Dominion* the same time next month.

Wil Overton

3 out of 5

IP NEWSLINE

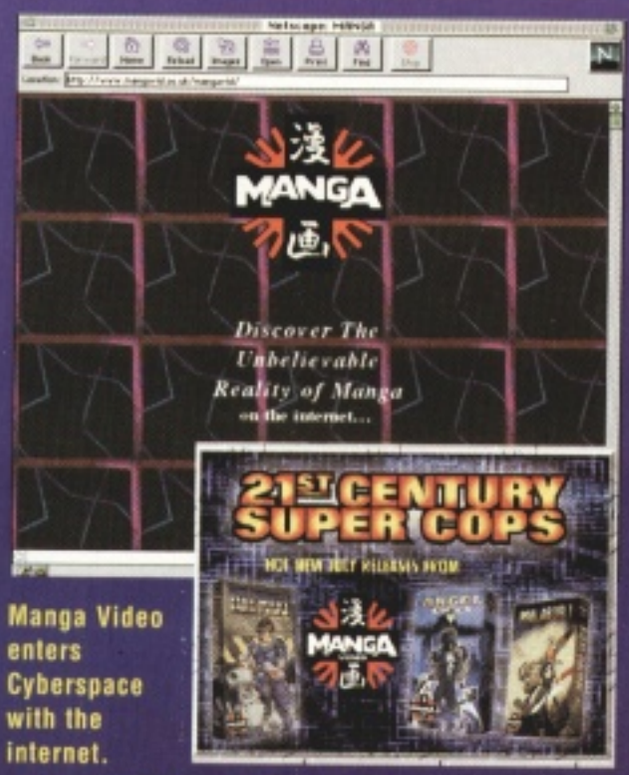
Street Fighting

Following last month's piece about gaming anime, the news that Manga Video have indeed picked up the *Street Fighter Movie* anime has been confirmed. We managed to Dragon Punch our way through the Japanese version to bring you a sneek review back in issue 29 and it was the opinion of all those in the office, as well as those in *Ultimate Future Games* who swiped the tape for an evening, that it was a bit good. The date for your diary is October 2nd and you can bet your spinning bird kick we'll have a lot more on it before then.

Street Fighter The Movie. Coming to a VCR near you.

Censored!

Relative newcomers to the anime market, East 2 West recently ran up against the might of the British Board of Film Classification with their release of Go (Devilman) Nagai's creation *Kekkou Kamen*. For those of you who have yet to come across the comedy with a super heroine who wears a mask, boots and little else, the series has such delights as naked schoolgirls and Nazi school prefects amongst its armoury of story devices. It seems that the BBFC initially decided that its humour was unsuitable for British audiences and refused it a certificate. Even in his native Japan, Nagai has never been known for shying away from shocking his audiences and, as we all know, what goes in Japan can sometimes cause more than a few raised eyebrows here in the West. However, things have now resolved themselves and *Kekkou Kamen* will be appearing on video shelves very shortly.



Manga Video enters Cyberspace with the internet.

Manga On-Line

On July 6th Manga Entertainment UK went on-line with its own little piece of the internet. If you've already read this issue's internet gaming feature (page 26) then you'll know just the system works (well, go on then, read it). On the site you'll find sections dedicated to the Manga Fan Club, Manga Video and Manga Publishing. On the video side, there's a release schedule for the rest of the year as well as profiles of some of the directors of previous releases. The publishing part has links to all of Manga's different publications such as the *Street Fighter* comic and *Manga Mania*. For something like Manga, the internet is a natural extention and, for fans, frequent visits to the site will mean they can easily keep up with all of the UK's largest anime company's releases. Just point your browser to:

http://www.mangavid.co.uk/mangavid/

You can also keep up with Manga's exploits in the US with their American site at:

http://www.polygram.com/manga/manga.html

Anime on TV... true!

Well it took long enough but Channel 4 have finally taken the plunge for some late night anime action. The deal with Manga Video means that from July 23rd, late nights on Saturdays will be occupied by *Cyber City Oedo 808*, *Tokyo Babylon*, *Devilman* and *Doomed Megalopolis*. The first series to air is Clamp's *Tokyo Babylon*, with *Cyber City* scheduled to start its run on August 5th. If the season is popular enough it could mean the start of regular anime on TV!

With *Sailor Moon* destined for US TV screens, could this be the next move for Channel 4?

Now that we're going to have Clamp's *Tokyo Babylon* on TV, how about *Magical Knight Rayearth*?

VIDEO DIARY

AUGUST 1995

The usual software summer slump seems to have hit the anime video market as well this month. Even Manga are relying on their continuing series to carry them along, with only the live action *Last Megaopolis* holding up the features front. Elsewhere we find releases that were promised months ago only now seeing the light of day.

MANGA VIDEO

TOKYO – THE LAST MEGAOPOLIS (live)
MACROSS PLUS – Part 3
ANGEL COP – Part 4
NEW DOMINION TANK POLICE – Act 9

EAST 2 WEST

8th MAN AFTER – Vol 2 (Delayed)

ANIME PROJECTS

OH MY GODDESS! – Part 3
Burning Hearts on the Road (subtitled) (Delayed)
BUBBLEGUM CRISIS – #4 Revenge Road (Delayed)

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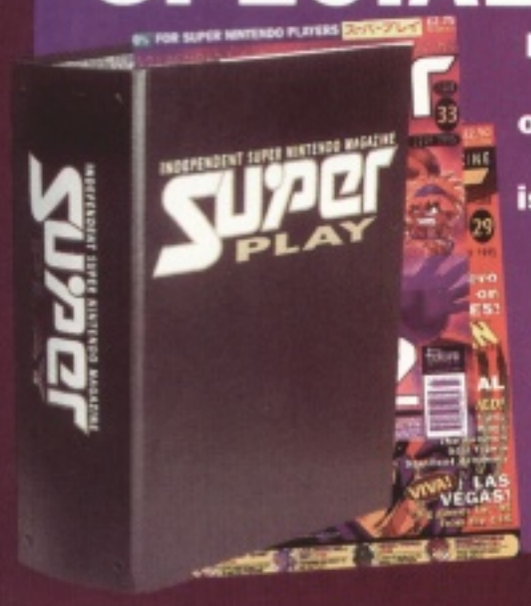

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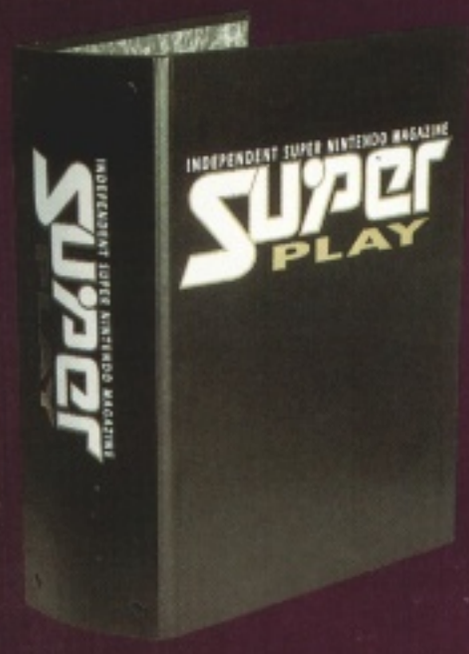

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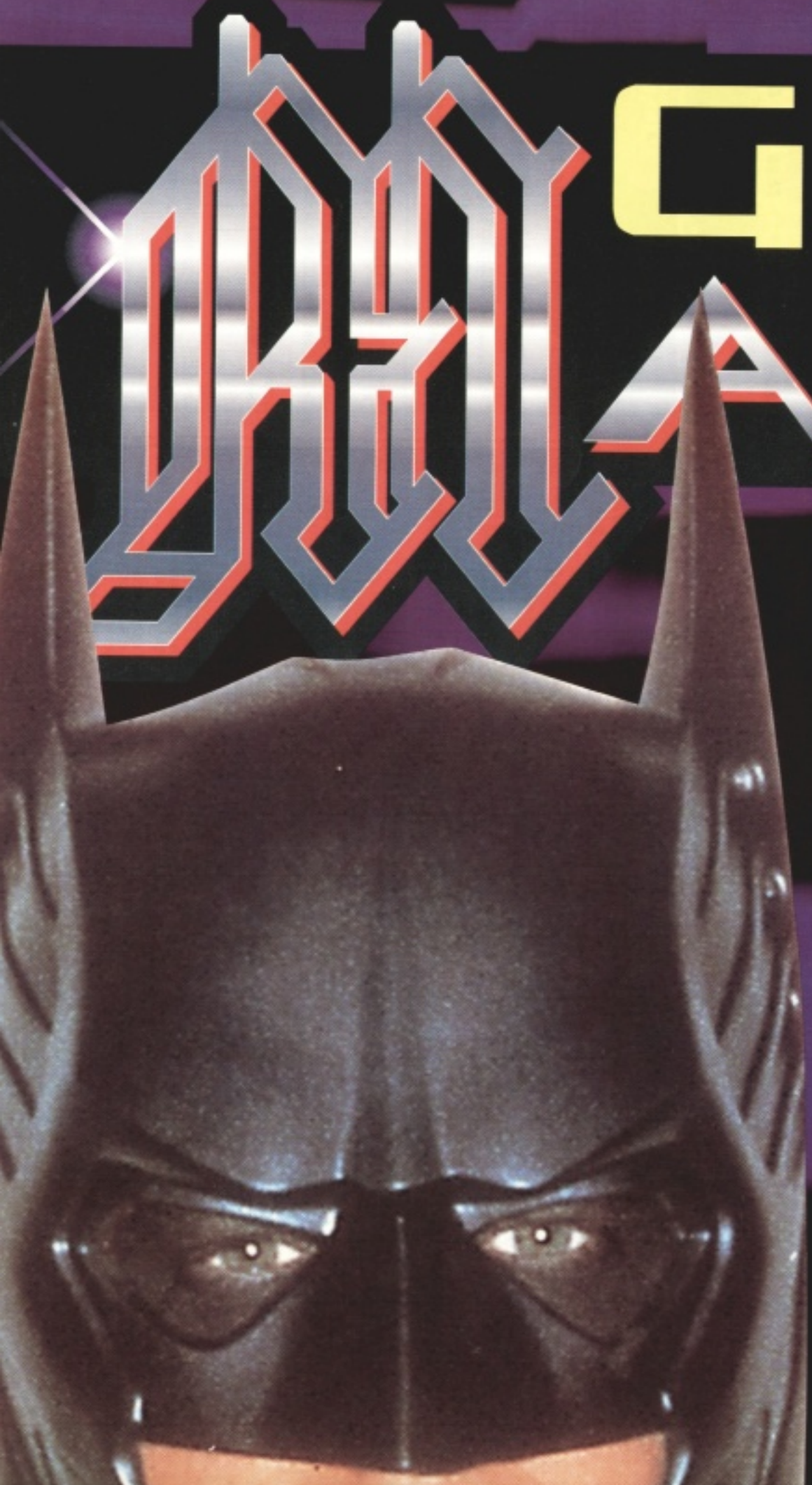

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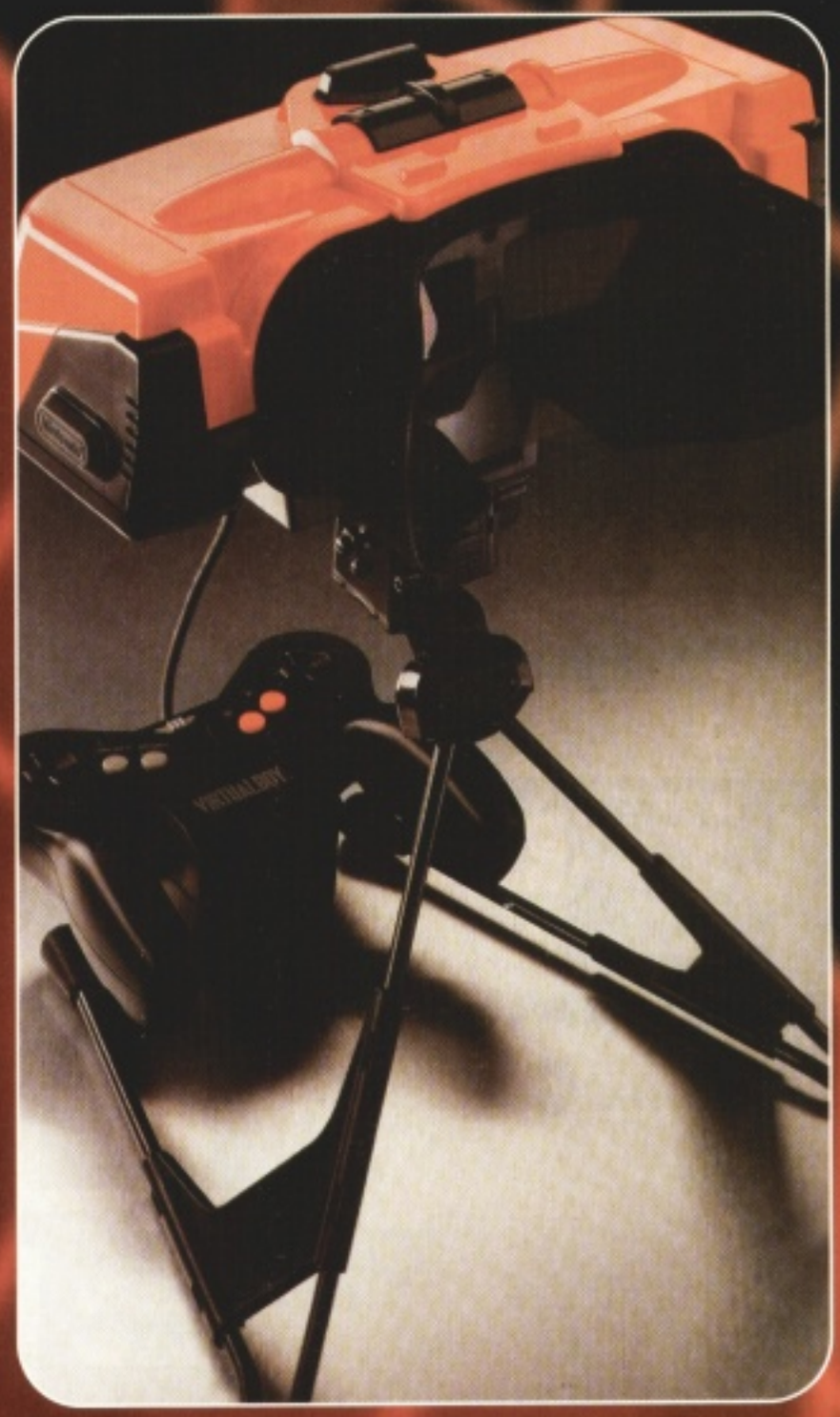

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